MidiIllustrator User Manual
Version 3

MidiIllustrator.com

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1 Getting Started

This documentation covers all products in the MidiIllustrator range: Maestro, Virtuoso & Player

Quick Start: You can jump right into MidiIllustrator by selecting commands from the program menus and toolbars. Or, if you are new to the program, then we recommend you read this section as a quick start guide to some of the many things you can do with MidiIllustrator.

Either way, you can access these *Getting Started* pages at any time from the Help Menu in the program. What's more, you can always hit the **F1** key to get detailed help for the area in which you are working.

What's New in this Version

If you have used MidiIllustrator products before, find out quickly what's new in this version.

Introducing MidiIllustrator...

Notate, print, practice and play MIDI sheet music. Rallentando Software's MidiIllustrator products bring your favourite songs and musical works to life. Musicians can generate high quality, dynamic scores, fake books and lead sheets from 1000s of MIDI & Karaoke files freely available on the World Wide Web. Composers can easily modify existing music or create brand new scores from the ground up.

The MidiIllustrator Product Range: Maestro, Virtuoso & Player

Smart notation and user friendly learning tools are common to all MidiIllustrator products. MidiIllustrator Maestro adds more advanced editing options to the feature list.

The free MidiIllustrator Player includes a small part of the functionality offered by other products in the MidiIllustrator range. You can **open**, **print** and **playback** scores created with any MidiIllustrator product (.mil files). Read more about Player.

Discover more about the different MidiIllustrator products. Features found only in MidiIllustrator Maestro are highlighted in the documentation with the MidiIllustrator Maestro icon:

All MidiIllustrator products are available for download as a free trial so that you can choose the product that's right for you.

MidiIllustrator's Core Feature Set

All MidiIllustrator products contains the same core learning tools and performance functionality. You can boost your musical abilities with MidiIllustrator's user friendly learning tools. Learn new music step by step, sight reading from the score **or** without reading a note using lead sheets with note names, chord notation, guitar frets & the on-screen piano keyboard if you prefer.

The MidiIllustrator MIDI to Notation Engine

MidiIllustrator takes the hard work out of generating easy to read scores from standard MIDI song files by allowing you to choose from a variety of score presentation options. You can hear the performance of the piece as the artist intended, and at the same time control the complexity of the notation in the score. Learn more about how MidiIllustrator converts MIDI to Notation.

Choose from the following topics to help you get started using MidiIllustrator:

- What can you do with MidiIllustrator?
- Opening and Viewing Scores
- Printing the Score

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- Configuring Sound and Playing Back Scores
- Finding Music Files on the Internet
- Creating a Brand New Score
- Navigating MidiIllustrator: Selecting Modes

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

1.2 What Can You Do With MidiIllustrator?

As well as generating beautiful scores from the many free MIDI files available online, all MidiIllustrator products feature music learning and performance tools as part of a broader music notation package.

Features fall broadly into two groups: **Performing** and **Composing**. Some of the more advanced editing functions are found only in MidiIllustrator Maestro (highlighted).

What's new in this version?

Performing: Practice, Print and Play

MidiIllustrator contains sophisticated MIDI to notation conversion technology which can quickly and accurately generate attractive scores from music of all styles stored in Standard MIDI Format (SMF).
- Learn More About How MidiIllustrator Converts MIDI to Notation

MidiIllustrator can create scores in your favorite style, from one or all of your MIDI files, in a single step. Once MidiIllustrator has created your scores you can:
- Configure Sound and Play Back Scores
- Open, Display and Print Scores
  - Open and View Scores
  - Display the Score In Different Ways
  - Choose Colors, Textures and Backgrounds for Your Score
  - Adjust the Score Layout: Using Layout Mode
  - Print the Score
    - Quickly print selected parts/instruments/staves
- Find Music Files on the Internet
- Save and Manage your Scores
- Playback the Score
  - Create and Play a Score Playlist
  - Scroll and Fade in the Next Page (Advance Page Turn)
- Tasks to Transform Your Scores Automatically
  - Present Difficult Notation in Simplified Form
  - Arrange the Score for Piano Automatically
  - Reformat the Score as a Fake Book or Song Lead Sheet
  - Generate Chord Names and Guitar Frets Automatically
  - Format many Scores at once using the Task Wizard
  - Hide Traditional Staff Notation and Instead Show Staves as a Compact Timeline
- Performance and Learning Tools
  - Practice Particular Passages with Special Practice Tools
  - Learn Music 'Step by Step' without reading any Notation, with the on-screen Piano
  - Rapidly Improve your Sight Reading with Note Names displayed next to every Note on the Score
  - Assign Finger Numbers to Notes either Manually or Automatically
    - Show Finger Numbers on the Keys of the On-Screen Keyboard
  - Practice new Rhythms with the Audio/Visual Metronome
  - Sing along with Accompaniment - the Lyrics Light up in Time with the Music

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- Watch your Score Performed on the Keyboard by MidiIllustrator's Performing Hands
- Connect and Interact
  - Connect a MIDI Instrument and Interact with the Music
  - Remotely Control functions Using Your Connected MIDI Instrument
  - Create Device/Instrument Defaults for New Scores
  - Make the most of your MIDI Device Capabilities
- Customize the Program Interface
  - Choose a Theme (Color Scheme)
  - Customize the On-Screen Piano Keyboard Colors

Composing: Create and Edit Scores

Create brand new scores from the ground up, or use MidiIllustrator's powerful editing tools on existing scores originally generated from MIDI songs. Some features are available in MidiIllustrator Maestro only (marked).

- Create a Brand New Score
- Compose and Edit: Using Edit Mode
  - Add Notation Quickly using Context Sensitive Entry
  - Modify a Note, or a Selection of Notes
    - Make Changes Quickly with Context Sensitive Menus
  - Add Special Barlines to Control Playback of Efficient Scores
    - Repeat Sections
    - Special Endings
  - Copy and Paste Notation to/from the Clipboard
    - Make Copies of Complete Staves with the Staff Manager Dialog
  - Edit Large Areas of Notation: Using Power Edit Mode
  - Find Out About Using Edit Mode on an Existing Song
- Other Ways to Capture Your Music
  - Note Entry Via the On Screen Piano Keyboard
  - Record a Real Time Performance
    - Set Your Recording Options
  - Chord Entry Via a Connected MIDI Device
  - Tap In Rhythms with the PC Keyboard
- Create a Template for Future Scores
- Add New Measures to the Score
- Set the Score Titles (Composer, Title, Footer etc.)
  - Add Fields to Score Titles (e.g. Page Numbers, Date etc.)
- Enrich Your score with Rich Text Content including Images and Multimedia Content
  - Add Moveable Text to Your Score
- Modify the MIDI Content in Your Song
- Add Notation Expressions which can Control Playback (e.g. Dynamics, Metronome Tempos)
- Add and Remove Staves: Using the Staff Manager
- Remove a Range of Measures from the Score
- Select a Range of Notes using Advanced Criteria
- Transpose All or Part of the Score
- Restructure the Score
  - Key Signatures
  - Time Signatures
  - Starting Tempo
  - Clefs

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View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

1.3 Opening and Viewing Scores

Before you can use MidiIllustrator to convert song files into sheet music, you must first acquire some music files stored in a format that MidiIllustrator can read.

To get you started, the MidiIllustrator download package includes some MIDI files as samples so you can see right away what MidiIllustrator can do. See the 'Samples' folder, usually found in the **active user 'Documents' folder**, in the *"Rallentando Software \MidiIllustrator..."* sub-folder.

MidiIllustrator can open files of the following types:

File Types MidiIllustrator Can Open

***.mid**	**Standard MIDI File (SMF) format** Stores musical information as notes within staves, specifically the note pitches and their starting and ending times. **Instrument Sounds** Unlike audio music files, such as .WAV and .MP3, MIDI files do not contain instrument sounds per se, and the instrument sounds in a performance are ultimately determined by the MIDI soundcard in your computer. This allows MIDI files to be much smaller, more portable and more easily modified than other music file formats. **Transcribing** MIDI files contain very little (or no) information about the visual representation of the music, e.g. beams, ties, chord names. It is up to MidiIllustrator to convert this simple musical information into readable sheet music, generating all the notation necessary to support the raw MIDI note data.
***.kar**	**Karaoke file** A special type of MIDI file with a staff dedicated to storing lyrics as well as notes in the SMF format. MidiIllustrator treats Karaoke files in much the same way as MIDI files, but includes some advanced options for optimizing the presentation of lyrics within the score. When you open a Karaoke file containing lyrics, MidiIllustrator will optionally ask you if you would like to present the score as a Song Lead Sheet. See Song Lead Sheets and Fake Books for further detail.
***.mil**	**MidiIllustrator score** This is a special file format used only by MidiIllustrator to store all of the musical **and**

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	visual information contained in a score.
***.mit**	**MidiIllustrator Score Template** Like the ***.mil** file format, this is a special file format used only by MidiIllustrator to store all the building blocks for a new MidiIllustrator score. See also Score Templates.

Saving files with MidiIllustrator

When MidiIllustrator notates scores, a special file format is needed to store all the information that cannot be stored in a standard MIDI or Karaoke file. If you wish to store information beyond the underlying MIDI data in a score then you **must** save your files in the MIL format (.mil). Files saved in the simpler MIDI format will be stripped of all formatting and a lot of musical attributes, such as chord names, fonts, colors etc.

Ways to Open Files

Files can be opened in MidiIllustrator in one of the following ways:

- From the File Menu, choose Open. You can open any number of files in one go using this method, simply by holding down the Control key and selecting multiple files before clicking Open.
- If the file has a MIL extension you can double click it in Explorer. If you have chosen to open 'associate' MIDI files and/or karaoke files with MidiIllustrator then you can also double click these files to open them with MidiIllustrator. See File Types for more information about Window file associations.
- Using the mouse, drag any MidiIllustrator compatible file and drop it anywhere on the MidiIllustrator window. This is more commonly known as Drag & Drop. You can open any number of files in one go using this method.

What Happens When A File is Opened?

If you are opening a MIDI (or Karaoke) file, MidiIllustrator can immediately transcribe the MIDI data as notation. By default, MidiIllustrator will start the Score Transcription Wizard for each file opened, although you can have MidiIllustrator notate the score automatically without this step if you prefer. With the Wizard you can determine the 'style' in which the MIDI content is notated. You may also hit the 'Skip Wizard' button at any time to have MidiIllustrator notate the score automatically.

By default, the score will be displayed in 'Window View'. This allows MidiIllustrator to make best use of the space on the screen and to show you as much of the score as possible without any of the limitations of page boundaries. If you would like to see the score as it would appear on the printed page simply switch to 'Page View' using the View Menu. For more information on the difference between 'Window View' and 'Page View' look here.

You can quickly increase or decrease the size of the score by clicking on the Zoom buttons on the toolbar.

If you are opening an MIL file then MidiIllustrator has already transcribed the underlying MIDI data. MIL files typically open a little faster than other file formats for this reason.

What else can you do with MidiIllustrator?

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

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1.4 Creating a Brand New Score

New scores can be created in several different ways:
- Create a new score from scratch with the 'New Score' dialog, specifying score criteria in a few simple steps.
- Generate a new score using an existing score template, selected from the 'New Score' dialog.
- Generate a new score instantly using the 'Default' score template, from the File Menu commands.

New scores always open up in Edit Mode, Normal Entry, ready for editing.

Start Composing

As soon as your new score is created, you can start to capture your music...

What else can you do with MidiIllustrator?

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

1.5 Printing the Score

You can print the current score at any time by choosing the 'Print' command from the File Menu.

In order to see what a score will look like when printed out you can switch to 'Page View' using the View Menu. 'Page View' is exactly the same as the 'Print Preview' mode which can be selected from the File Menu. More information on the difference between Window View and Page View.

In order to print only certain parts/instruments/staves, use the quick print facility.

You can format your scores in any number of ways before you print them. Here are just a few common tasks to get started with:
- Reorganize the score layout to get more or less music onto the page.
- Choose print formatting options (such as paper and margins size).
- Choose Colors, Textures and Backgrounds for your score.

What else can you do with MidiIllustrator?

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

1.6 Configuring Sound and Playing Back Scores

MidiIllustrator can open files and transcribe scores without being configured for sound in any way. If, however, you wish to hear a score played back then you must configure MidiIllustrator to use the soundcard in your computer and its MIDI capabilities. Furthermore, many advanced options in MidiIllustrator (such as the Step by Step mode and MIDI Echo) employ the functionality of a soundcard.

In order to playback a file you must, at the very least, configure a MIDI playback device.

Setting the MIDI Playback device

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Find out all about configuring your MIDI devices for playback in the MIDI OUT/Playback section.

Starting Playback

When you have configured your MIDI Playback device you can begin playback of an open score by choosing Start Playback from the Perform Menu (see also Keyboard Shortcuts)

What else can you do with MidiIllustrator?

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

1.7 Finding Music Files on the Internet

Many Internet sites offer high quality MIDI and Karaoke files for download. The MidiIllustrator download package includes some MIDI files as samples so that you can see right away some of the many things that MidiIllustrator can do.

But if you are after a particular piece, or pieces of a particular genre, then visit our website to see a list of recommended MIDI file sites which will get you started. You can use the search engine on our website to find just about any MIDI file available on the web!

Point your browser at our address below and choose the **MIDI Files** link.

http://www.MidiIllustrator.com

What else can you do with MidiIllustrator?

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2 Things to do with MidiIllustrator...

As well as generating beautiful scores from the many free MIDI files available online, all MidiIllustrator products feature music learning and performance tools as part of a broader music notation package.

Features fall broadly into two groups: **Performing** and **Composing**. Some of the more advanced editing functions are found only in MidiIllustrator Maestro (highlighted).

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Performing: Practice, Print and Play

MidiIllustrator contains sophisticated MIDI to notation conversion technology which can quickly and accurately generate attractive scores from music of all styles stored in Standard MIDI Format (SMF).

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  - Create and Play a Score Playlist
  - Scroll and Fade in the Next Page (Advance Page Turn)
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  - Present Difficult Notation in Simplified Form
  - Arrange the Score for Piano Automatically
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  - Format many Scores at once using the Task Wizard
  - Hide Traditional Staff Notation and Instead Show Staves as a Compact Timeline
- Performance and Learning Tools
  - Practice Particular Passages with Special Practice Tools
  - Learn Music 'Step by Step' without reading any Notation, with the on-screen Piano
  - Rapidly Improve your Sight Reading with Note Names displayed next to every Note on the Score
  - Assign Finger Numbers to Notes either Manually or Automatically
    - Show Finger Numbers on the Keys of the On-Screen Keyboard
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  - Sing along with Accompaniment - the Lyrics Light up in Time with the Music
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  - Make the most of your MIDI Device Capabilities
- Customize the Program Interface
  - Choose a Theme (Color Scheme)
  - Customize the On-Screen Piano Keyboard Colors

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Composing: Create and Edit Scores

Create brand new scores from the ground up, or use MidiIllustrator's powerful editing tools on existing scores originally generated from MIDI songs. Some features are available in MidiIllustrator Maestro only (marked).

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  - Modify a Note, or a Selection of Notes
    - Make Changes Quickly with Context Sensitive Menus
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- Select a Range of Notes using Advanced Criteria
- Transpose All or Part of the Score
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  - Key Signatures
  - Time Signatures
  - Starting Tempo
  - Clefs

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .1 Learn More About How Midilllustrator Converts MIDI to Notation

One of the principle features of MidiIllustrator is its ability to generate attractive, accurate and flexible scores from the raw musical information contained in MIDI and Karaoke files. Although tremendously popular with musicians for their ability to store rich detail about the

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'sounds' in a given piece of music, these files comprise mainly note pitches and durations, and typically contain very little information about how the music should be notated. MidiIllustrator is therefore tasked with filling all the gaps to complete the visual picture; for example, beaming and tying notes, creating clefs and key signatures, and placing accidentals next to notes on the score as appropriate.

What You See versus What You Hear

In scores generated by MidiIllustrator from MIDI files, the notation you see on the screen or printed page is completely independent of the music you *hear* during playback. MidiIllustrator keeps these two aspects of the music completely separate so that you may at all times hear the music performed as its author intended, even when the score has been arranged to provide maximum clarity and readability. Music performed with the most 'expression' or 'feeling' is often not the most readable music (see **Accuracy versus Readability** below). For this reason, MidiIllustrator keeps the original performance in a MIDI file intact when notating. The underlying MIDI note data is hardly ever changed. As a result, when the *look* of the notation is 'tidied up' for the sake of presentation, the *feel* of the music is never lost.

Of course, when desired, you can also use MidiIllustrator's powerful editing modes to make real changes to even the underlying performance data. In Edit Mode you have complete control over composition - MidiIllustrator will settle on the current interpretation of the song's original MIDI content when editing begins.

Accuracy versus Readability

When notating, MidiIllustrator conducts an in-depth analysis of the musical data, at all times balancing the need to:
- display notation which is both readable and playable; and at the same time
- produce the most 'honest' and accurate representation of the music as possible.

MidiIllustrator can, for instance, readily distinguish groups of short, barely asynchronous notes played in quick succession which should correctly be notated 'arpeggiated', from groups of concurrent notes played with approximate synchronicity, which should be correctly notated as a chord. On another occasion, MidiIllustrator might decide to form a chord from a cluster of notes which, on face value, could also be notated as an arpeggio or trill. In this last case, a careful study of the music 'style', its rhythms, note pitches and changing hand positions will contribute to the decision making process. The most feasible, readable form of the music should prevail, offset against the need to display truly complex passages with accuracy. Of course, 100% accuracy in this endeavour is impossible, but in cases where a mistake is made, corrections can be easily made to the final notation.

MidiIllustrator can generate attractive scores from even poorly 'sequenced' MIDI files

Generally, the quality of a MIDI file's 'sequencing' can affect the quality of the resulting score. 'Sequencing' here refers to the way in which each note's attack time and duration is recorded in the MIDI file. Music which is sequenced with 'feeling' and 'expression' to sound good when played back often does not make for very readable notation. MIDI files which have, on the other hand, been 'quantized', or sequenced with greater accuracy, generally produce scores which are easier to read. Sequencing notwithstanding, MidiIllustrator will generally make sensible decisions about how to notate a complex or 'live performance' MIDI recording. With MidiIllustrator's transcription options, you may also control or limit the complexity of such scores in order to make the notation more accessible.

Advanced notation features

The MidiIllustrator MIDI to Notation engine can identify and represent even the most complex musical ideas, such as tuplet note groupings and multiple voicings in a single staff. Furthermore, you can instruct MidiIllustrator to notate your scores in a particular way, for example presenting difficult notation in simplified form.

What else can you do with MidiIllustrator?

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View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .2 Configure Sound and Play Back Scores

MidiIllustrator can open files and transcribe scores without being configured for sound in any way. If, however, you wish to hear a score played back then you must configure MidiIllustrator to use the soundcard in your computer and its MIDI capabilities. Furthermore, many advanced options in MidiIllustrator (such as the Step by Step mode and MIDI Echo) employ the functionality of a soundcard.

In order to playback a file you must, at the very least, configure a MIDI playback device.

Setting the MIDI Playback device

Find out all about configuring your MIDI devices for playback in the MIDI OUT/Playback section.

Starting Playback

When you have configured your MIDI Playback device you can begin playback of an open score by choosing Start Playback from the Perform Menu (see also Keyboard Shortcuts)

What else can you do with MidiIllustrator?

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .3 Open, Display and Print Scores

Before you can use MidiIllustrator to convert song files into sheet music, you must first acquire some music files stored in a format that MidiIllustrator can read.

To get you started, the MidiIllustrator download package includes some MIDI files as samples so you can see right away what MidiIllustrator can do. See the 'Samples' folder, usually found in the **active user 'Documents' folder**, in the *"Rallentando Software \MidiIllustrator..."* sub-folder.

MidiIllustrator can open files of the following types:

File Types MidiIllustrator Can Open

***.mid**	**Standard MIDI File (SMF) format** Stores musical information as notes within staves, specifically the note pitches and their starting and ending times. **Instrument Sounds** Unlike audio music files, such as .WAV and .MP3, MIDI files do not contain instrument sounds per se, and the instrument sounds in a performance are ultimately determined by the MIDI soundcard in your computer. This allows MIDI files to be much smaller, more portable and more easily modified than other music file formats.

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	Transcribing MIDI files contain very little (or no) information about the visual representation of the music, e.g. beams, ties, chord names. It is up to MidiIllustrator to convert this simple musical information into readable sheet music, generating all the notation necessary to support the raw MIDI note data.
***.kar**	**Karaoke file** A special type of MIDI file with a staff dedicated to storing lyrics as well as notes in the SMF format. MidiIllustrator treats Karaoke files in much the same way as MIDI files, but includes some advanced options for optimizing the presentation of lyrics within the score. When you open a Karaoke file containing lyrics, MidiIllustrator will optionally ask you if you would like to present the score as a Song Lead Sheet. See Song Lead Sheets and Fake Books for further detail.
***.mil**	**MidiIllustrator score** This is a special file format used only by MidiIllustrator to store all of the musical **and** visual information contained in a score.
***.mit**	**MidiIllustrator Score Template** Like the ***.mil** file format, this is a special file format used only by MidiIllustrator to store all the building blocks for a new MidiIllustrator score. See also Score Templates.

Saving files with MidiIllustrator

When MidiIllustrator notates scores, a special file format is needed to store all the information that cannot be stored in a standard MIDI or Karaoke file. If you wish to store information beyond the underlying MIDI data in a score then you **must** save your files in the MIL format (.mil). Files saved in the simpler MIDI format will be stripped of all formatting and a lot of musical attributes, such as chord names, fonts, colors etc.

Ways to Open Files

Files can be opened in MidiIllustrator in one of the following ways:
- From the File Menu, choose Open. You can open any number of files in one go using this method, simply by holding down the Control key and selecting multiple files before clicking Open.
- If the file has a MIL extension you can double click it in Explorer. If you have chosen to open 'associate' MIDI files and/or karaoke files with MidiIllustrator then you can also double click these files to open them with MidiIllustrator. See File Types for more information about Window file associations.
- Using the mouse, drag any MidiIllustrator compatible file and drop it anywhere on the MidiIllustrator window. This is more commonly known as Drag & Drop. You can open any number of files in one go using this method.

What Happens When A File is Opened?

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If you are opening a MIDI (or Karaoke) file, MidiIllustrator can immediately transcribe the MIDI data as notation. By default, MidiIllustrator will start the Score Transcription Wizard for each file opened, although you can have MidiIllustrator notate the score automatically without this step if you prefer. With the Wizard you can determine the 'style' in which the MIDI content is notated. You may also hit the 'Skip Wizard' button at any time to have MidiIllustrator notate the score automatically.

By default, the score will be displayed in 'Window View'. This allows MidiIllustrator to make best use of the space on the screen and to show you as much of the score as possible without any of the limitations of page boundaries. If you would like to see the score as it would appear on the printed page simply switch to 'Page View' using the View Menu. For more information on the difference between 'Window View' and 'Page View' look here.

You can quickly increase or decrease the size of the score by clicking on the Zoom buttons on the toolbar.

If you are opening an MIL file then MidiIllustrator has already transcribed the underlying MIDI data. MIL files typically open a little faster than other file formats for this reason.

What else can you do with MidiIllustrator?

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .3.2 Display the Score In Different Ways

MidiIllustrator formats the score to make the best use of the available screen space, putting as much music onto the screen as possible whilst keeping the notation clear and easy to read. All the objects in the score (notes, rests, lyrics etc) are reorganised dynamically as you increase or decrease the window size.

Some things to try...
- Choose the best 'view' to suit your task.
- Choose the notation display size to suit your needs.
- Show individual parts (staves) or ranges (measures) on the screen at any time.
- Use your own choice of color, texture and fonts to make the scores easier to read.
- See more of the score in Full Screen Mode

What else can you do with MidiIllustrator?

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .3.2.1 Choose Colours, Textures and Backgrounds for Your Score

Command Location: Score Menu / Score Options / Color Tab

The Colors, Textures and Backgrounds tab allows you to change the following score attributes:
- Colors of the various components of the score (eg note and cursor colors).
- Add texture and quality to your score manuscript using score textures which color the page beneath the notation. The 'texture' bitmap used to texture the score page when viewing and printing scores. Several textures are supplied with MidiIllustrator in the 'resources' folder.
- Custom score backgrounds allow you to add a personal feel to your MidiIllustrator

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working environment. The 'background' bitmap used to fill the background behind the score document when zoomed out in Page View. Several backgrounds are supplied with MidiIllustrator in the 'resources' folder.

Colors

To change the default color of an item, simply select the item in the list, click on the 'Modify' button, and choose a new color from the Color palette. Then click 'OK', and either 'Apply' or 'OK' in the Color tab for the changes to take effect on the score.

Textures

To change the page texture of a score, simply select 'Page' in the list, click on the 'Choose Texture' button, and choose a new bitmap from your hard disk. To remove a texture and use the default plain color, click the 'Clear Texture' button.

Backgrounds

To change the background of a score, simply select 'Background' in the list, click on the 'Choose Texture' button, and choose a new bitmap from your hard disk. To remove a background and use the default plain color, click the 'Clear Texture' button.

Make Your Own Textures and Backgrounds

You can create your own image files for use as MidiIllustrator textures. Simply create a Windows bitmap file with no more than 256 colors, and place a copy in the appropriate resource folder inside the application's "Resources" folder Files, usually found in the **active user 'Documents' folder**, in the *"Rallentando Software\MidiIllustrator..."* sub-folder.

Apply	The Apply button applies all the changes made to the score without the need to close the dialog box.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .3.3 Adjust the Score Layout: Using Layout Mode

Command Location: Tools Menu

Layout Mode is for changing the dimensions and positions of score objects, such as measures, staves and lyrics. MidiIllustrator automatically formats the music layout to make good use of screen 'real estate'. However, if you wish to manage the layout for a particular measure, page or even the entire score, then in this mode you can either tweak the layout to simply tighten up the score a little, or you can make major changes to squeeze as much notation as possible onto a given page.

- **Modes**
  - **Performance Mode**
  - **Layout Mode**
  - **Edit Mode**

Layout settings are applied **only** in Page View (Print Preview) when the score is formatted for the printed page.

Applying a Custom Layout

In Layout Mode, select the measure/staff combination whose dimensions you wish to customize. You can only customize a single measure/staff combination at a time. You can change the following attributes of the measure/staff combination:

- Measure width (to allow more or fewer measures on a system or page)
- Staff height *above* the staff
- Staff height *beneath* the staff

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- Vertical position of lyrics beneath the staff

When a selection is made, the **layout frame** appears marking the current boundaries of the active area. If the measure/staff contains any lyrics, then the **lyric boundary frame** will also appear, indicating the current vertical position of lyrics beneath the staff

With the mouse, click and drag a boundary to move it. The table shows which boundaries control which layout aspect:

Frame	Boundary	Direction	Change Applies to
Measure/Staff	Left / Right boundary	Horizontal	Measure width (applies to the whole measure, not just the measure width of the active measure/staff)
	Top boundary	Vertical	Height *above* the staff (overrides MidiIllustrator's automatic vertical spacing of systems on the current page)
	Bottom boundary	Vertical	Height *beneath* the staff (overrides MidiIllustrator's automatic vertical spacing of systems on the current page)
Lyric	Bottom boundary	Vertical	Vertical position of lyrics beneath the staff

Once a custom size has been applied, a colored arrow will appear, spanning the new custom boundary.

Applying More than one Custom Staff Height to a System

It is possible to apply staff heights to more than one measure/staff unit on a given system. In this case, the tallest of these custom height settings will be applied to the system as a whole, and shorter values be ignored (though they are not removed automatically). However, if you apply a new staff height to a given measure/staff unit, then any existing staff heights on that system will be reduced to the new staff height (if they are taller; shorter ones will remain as they are). In this way, the latest change will be the value used for the score layout).

Vertical Spacing of Systems on the Page

Normally, MidiIllustrator fits as many systems as possible onto a page, and if there is any space left over, it spaces the systems evenly to fill that space so that the page looks more uniform. However, **as soon as you apply a vertical custom layout (staff height) to a measure/staff, systems on that page will no longer be automatically spaced vertically**, allowing you to manage the alignment yourself.

Removing Custom Layout (manually and automatically)

Custom layout height/width can be removed using the Layout Menu commands or by double clicking the appropriate custom layout frame with the left mouse button.

MidiIllustrator assumes that when you are modifying the actual notation in the score, this latest change should override any existing custom layout bar widths in the 'active' area. **Custom measure widths are removed automatically if the notation in the measure changes**. As such, custom layout is best applied when composing is more or less complete.

How Custom Layout interacts with MidiIllustrator's Automatic Music Layout

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In general, MidiIllustrator automatically formats the music layout as you modify the notation in your score. When you apply a custom layout to part of the score, MidiIllustrator will try to accommodate the requested settings. However, MidiIllustrator will still ensure that basic rules for formatting are still applied, such as ensuring that a single system or measure cannot be any wider than the page containing it!

Furthermore, MidiIllustrator will **always** stretch the last measure in a system to reach the right margin of the page, unless the measure is the last in the score. As a result, custom width settings for such an 'end of system' measure may not be applied.

Note that empty measures with custom layout height or width cannot be compressed, and are treated as non-identical to other empty measures with different layout settings or no layout settings.

More About this Mode

You can make basic notation changes in Layout Mode, for example correcting score attributes like stave heights. You can change the presentation of the notation, but in this mode like Performance Mode, the raw music is generally protected so that you can 'interact' freely with the score without making unintentional changes.

Read more about the difference between Performance Mode and Layout Mode versus Edit Mode.

The different 'modes' in MidiIllustrator all have an associated 'view' which is optimized for working in that mode. Read more about Modes and Views here.

What else can you do with MidiIllustrator?

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .3.4 Print the Score

You can print the current score at any time by choosing the 'Print' command from the File Menu.

In order to see what a score will look like when printed out you can switch to 'Page View' using the View Menu. 'Page View' is exactly the same as the 'Print Preview' mode which can be selected from the File Menu. More information on the difference between Window View and Page View.

In order to print only certain parts/instruments/staves, use the quick print facility.

You can format your scores in any number of ways before you print them. Here are just a few common tasks to get started with:

- Reorganize the score layout to get more or less music onto the page.
- Choose print formatting options (such as paper and margins size).
- Choose Colors, Textures and Backgrounds for your score.

What else can you do with MidiIllustrator?

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

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2. .3.4.1 Quickly print selected parts/instruments/staves

Command Location: File Menu

To save time when you wish to print only certain parts/instruments/staves in the score, the quick print facility is a speedy alternative to using Staff Manager and other tools to format the score in order to print each part.

To use the quick print dialog, simply select the staves you would like to print from the list (staves which are currently shown on the score will be automatically selected). Hold down the CONTROL key to select multiple staves.

You can toggle the printing of:
- Measure Numbers

and the printing of the following items if the current score contains them:
- Bookmarks
- Chord Names
- Guitar Frets
- Free Text
- Expressions

For printing of more advanced arrangements, see Staff Manager and/or the "Create Lead Sheets and Fake Books" options on the Tools Menu.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .4 Find Music Files on the Internet

Many Internet sites offer high quality MIDI and Karaoke files for download. The MidiIllustrator download package includes some MIDI files as samples so that you can see right away some of the many things that MidiIllustrator can do.

But if you are after a particular piece, or pieces of a particular genre, then visit our website to see a list of recommended MIDI file sites which will get you started. You can use the search engine on our website to find just about any MIDI file available on the web!

Point your browser at our address below and choose the **MIDI Files** link.

http://www.MidiIllustrator.com

What else can you do with MidiIllustrator?

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .5 Save and Manage your Scores

You might want to try:
- Enabling AutoSave and Background saving so that your work is backed up automatically 'behind the scenes' without interruption to your current task
- Saving bitmap images of your scores so you can share them with other musicians
- Saving a MIDI song as it is displayed on the score (versus saving the notes with their actual playback times)

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- Save a score with modified master tempo
- Creating and Printing Scores to Postscript Printers and PDF (Adobe Portable Document Format™)

What else can you do with MidiIllustrator?

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .6 Playback the Score

See the notes light up as they are played back. The pages turn automatically. Dynamically change instruments, volume and tempo during playback. Highlight lyrics during playback for sing-along performances. Advance highlighting and page turning options.

- Note highlighting options
- Create and play a score Playlist
- Scroll and Fade in the Next Page (advance page turn)
- Dynamically change instruments
- Skip backwards and forwards during playback using Keyboard Shortcuts (Navigation Commands)

What else can you do with MidiIllustrator?

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .6.1 Create and Play a Score Playlist

Command Location: Tools Menu / Program Options / Playback Tab

The Playback tab allows you to make changes to the way in which the score is **displayed** during playback.

The following attributes can be changed:

Cursor	There are five cursor display options for playback: • Does not follow playback • Follows nearest playback beat • Follows exact playback time • Follows nearest playback note • Turns pages but remains hidden By default, the cursor follows the 'nearest beat during playback'. This is generally the most useful setting for understanding the rhythm of the piece, and is also the best choice when you are using the metronome. In scores where notes regularly fall just before or after the beat, it may be more useful to have the cursor staff time or the nearest note. Unless you select 'Does Not Follow Playback', MidiIllustrator will automatically move from page to page on the score in order to keep the cursor visible at all times.

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	To hide the cursor altogether during playback, but still have pages turned automatically, select 'Turns pages but remains hidden'. **Note:** The 'Follows Exact Playback Time' setting can place quite high demands on your computer as the cursor position changes rapidly.
Advance Page Turn	This option allows you to determine how and where in the score the page is turned during playback. This can be useful if you are sight-reading ahead of time as you may want the page to be turned before playback reaches the end of the page. **Scroll and Fade In the Next Page** (available only in Window View, Performance Mode) MidiIllustrator can turn the page using special graphical effects to 'split' the screen as the music is played out, showing both the current passage *and* the next passage (on the next page) at the same time. To do this, MidiIllustrator 'reads ahead', and determines how much of the next page can be scrolled onto the current page without obscuring the current playback notation. The next page can be scrolled on from top to bottom, or from left to right and MidiIllustrator can automatically decide the best scrolling method at any particular position in the score. This enables you to read the score at the current playback position, and also read ahead to the notation on the next page which would otherwise be hidden by redundant parts of the current page. **Note:** In some cases, the score layout will prevent MidiIllustrator from showing any part of the next page, even when advance page turn scrolling is activated. If showing the next page would, for example, hide an important part of the current playback page, then scrolling will be temporarily deactivated. This happens most often when a measure on the current or next page is very long, taking up much of the screen and leaving no room to show parts of both the current and next pages at the same time. Choose from the following Scrolling options: • Vertically if possible, then Horizontally (default, recommended) • Horizontally if possible, then Vertically • Vertically only • Horizontally only • Do not scroll next page **Staff Tools and Advance Page Turn** During page turning, the staff controls of the

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	partially displayed 'next' page will be temporarily disabled until that page is shown completely and it becomes the 'current' page. You can click on the 'next' page notation at any time (to advance playback), but clicking on the staff tools (if shown) will have no effect. You can click on the staff tools of the current page at any time during page turning. **Fading in the Next Page** More powerful computers will be able to use the advanced features of page turning, and allow special effects during the page turn. Fading in the next page will make the page turn appear much smoother, and less distracting if you are trying to sight-read from the screen at the same time. Choose from: • Fade In next page • No special effects If you wish, you can have MidiIllustrator simply fade in the page with no scrolling, by selecting "Fade In next page " and "Do not scroll next page" above. **NOTE: Fading the next page into view requires quite a lot of processor power. If you find that the page turn is slow or jerky, ensure this option is disabled.** **Simple Page Turn** As an alternative to scrolling/fading in the next page, you can simply choose to have MidiIllustrator switch to the next page before the current page is completed. To configure Advance Page Turn, simply choose a 'quantity' from the first drop down box, and a unit of duration from the second drop down box. The second has the following options: • Whole Beat(s) • Half Beat(s) • Measure(s) • Whole Note(s) • Half Note(s) • Quarter Note(s) • 8^{th} Note(s) • 16^{th} Note(s) • 32^{nd} Note(s) • 64^{th} Note(s) So you might select '1' in the first drop down box and 'Whole Beat(s)' in the second drop down box and the page will be turned one whole beat before playback reaches the end of the page.
Highlight Notes/Lyrics During Playback	This option can make it easier for you to follow

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	a piece during playback as it highlights the notes and lyrics on the score as the music is played. As an aid to sight-singing, you can optionally advance the lyric highlighting by the amount of your choice. See the Playback section of Score Options. If you find that when playing scores there is a small delay between when you ***hear*** notes and when you ***see*** them highlighted on the score, try adjusting Playback Latency. The Highlight Notes/Lyrics... option is turned on by default.
Grey Muted Notes	If a staff has been muted (see the Sound section of Display and Playback) this option allows you to show the muted notes on the score in a different color to the standard notes. The color of the muted notes can be changed using the Color tab. Muted notes do not highlight during playback if this option is enabled. The Fade Muted Notes option is turned on by default.
Advance Lyric Highlighting	By default, MidiIllustrator will highlight Lyrics during playback at exactly the time they occur in the score. You may, however, wish to have Lyrics highlighted slightly in advance of their playback time as an aid to 'reading ahead'. The drop down box contains the following options: • On Time • A Whole Note Ahead of Time • A Half Note Ahead of Time • A Quarter Note Ahead of Time • An 8^{th} Note Ahead of Time • A 16^{th} Note Ahead of Time • A 32^{nd} Note Ahead of Time • A 64^{th} Note Ahead of Time
Apply	The Apply button applies all the changes made to the score without the need to close the dialog box.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .7 Tasks to Transform Your Scores Automatically

MidiIllustrator 'Tasks' allow you to make a number of changes to one or more of your songs in one quick step.

For instance, you can use a Task to open a MIDI file and apply a series of special commands

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to the resulting score, such as converting the piece into a simplified two hand piano piece and highlighting all the accidentals in the score in a bright color.

Alternatively you may wish to convert a large number of your Karaoke files into Fake Books with chord names and guitar frets.

Tasks are managed using the Task Wizard.

What else can you do with MidiIllustrator?

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .7.1 Present Difficult Notation in Simplified Form

MidiIllustrator can automatically make all the decisions necessary to convert your MIDI and Karaoke files into notation. Alternatively, you can use the Score Transcription Wizard to have MidiIllustrator arrange the file's musical content in a particular way, by selecting from a list of custom presentation modes (eg 'Easier to Read'). Depending on the style of the music, this can have a dramatic effect on readability.

At all times, MidiIllustrator maintains the original audio performance of the score. However you choose to format or present the notation, MidiIllustrator will remember how the underlying MIDI music was 'recorded' or 'sequenced', but notates it as necessary in a simpler, easier to read manner.

You can change the custom presentation mode on an open score at any time (*until* you begin editing the score) by choosing new transcription settings from the Transcription Options tab of Score Options.

What else can you do with MidiIllustrator?

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .7.2 Arrange the Score for Piano Automatically

MidiIllustrator can instantly make piano solo arrangements out of your scores. When parts are merged on a single stave, or spread over more than two staves, MidiIllustrator can intelligently merge and split the hands as necessary using an analysis of chord structures and hand positions, as well as note pitches.

More information on using the Task Wizard.

What else can you do with MidiIllustrator?

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .7.3 Reformat the Score as a Fake Book or Song Lead Sheet

MidiIllustrator can optimise the score layout for a particular purpose such as creating Fake Books or Lead Sheets. You can generate scores which show a combination of the following core features: *melody*, *lyric*, *chord names* and *guitar frets*.

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More information on using the Task Wizard, and the Song Lead Sheet dialog.

What else can you do with MidiIllustrator?

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .7.4 Generate Chord Names and Guitar Frets Automatically

MIDI files do not generally contain any information about chords or chord progressions. However, MidiIllustrator can intelligently analyse the music to determine which chords are being played in each beat or measure within the score. With this information MidiIllustrator can then display a combination of chord names and guitar fret graphics above the top stave. You can edit the chord names and fret fingerings using a library of over 900 chord/guitar frets included with MidiIllustrator.

See more on how to Generate Chord Names and Guitar Frets in your score.

What else can you do with MidiIllustrator?

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .7.5 Format many Scores at once using the Task Wizard

MidiIllustrator 'Tasks' allow you to make a number of changes to one or more of your songs in one quick step.

For instance, you can use a Task to open a MIDI file and apply a series of special commands to the resulting score, such as converting the piece into a simplified two hand piano piece and highlighting all the accidentals in the score in a bright color.

Alternatively you may wish to convert a large number of your Karaoke files into Fake Books with chord names and guitar frets.

Tasks are managed using the Task Wizard.

What else can you do with MidiIllustrator?

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .7.6 Hide Traditional Staff Notation & Show Staves as a Timeline

Command Location: View Menu

This command allows you to temporarily hide traditional staff notation on the score and instead show staves as a much more compact timeline.

This option is very useful for producing and printing song sheets which contain only song lyrics, or perhaps chords and guitar frets. You can dramatically reduce the number of pages in a score if you do not need to see any staff notation or melody lines.

Note that this command is just a different way to view the score, it only *hides* notes and

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other notation temporarily - no notation is deleted.

In this state, MidiIllustrator shows the following score items on the timeline:
- Lyrics
- Bookmarks
- Chord names
- Guitar Frets
- Measure Numbers (if activated)

All **notes** and **rests** are hidden. The following items are also hidden in this state:
- Clefs
- Time signatures
- Key signatures
- Bar lines, including repeats (though any repeats are still treated normally)
- ...other traditional notation objects which cannot be displayed on the compact timeline

When you hide staff notation on the score, MidiIllustrator also automatically activates the following options:
- Compress Empty Measures
- Hide Empty Portions of Staves

These options help to display the most compact score possible (you can disable/reenable them after showing/hiding staff notation).

If you want to shrink the score yet further, then disabling Staff Tools and Staff Namings will often reduce the height of staves on the score. If Staff Tools are showing in Window View, and the "Ensure Staff Tools are Always Visible" option is enabled, then a dotted timeline will be shown for each active, but 'empty' staff.

Notes about Hiding Staff Notation
- Staff notation is only hidden when scores are viewed in Performance Mode. If you change mode when staff notation is hidden, the staves will be shown as normal.
- If Staff Tools are visible in Window View then all active staves will be shown (instead of just a single timeline) if "Ensure Staff Tools are Always Visible" is also enabled on the staff menu.
- Certain actions are disabled when staff notation is hidden; specifically Step by Step Mode.
- Certain Tasks may reset the score to traditional staff notation.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .7.7 Copy Chords to Lyrics

The Tools menu offers the following commands:

Modes	Choose the mode for working with your score:
	• Performance Mode
	• Layout Mode
	• Edit Mode
	  ○ Normal Entry
	  ○ Mouse Entry
	  ○ Power Edit

Task Wizard	Opens the Task Wizard ('Wizard'). The Wizard will guide you through the steps involved in applying the Tasks outlined below to your scores.
Convert Score to 'Two Hand Piano'	Arranges the current score as a piano solo part. You can apply this command to multiple scores simultaneously

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	with a Task. See the Task Wizard for further detail on this and other tasks.
Create Lead Sheets and Fake Books	Optimises the score layout for a particular purpose. Generates scores which show a combination of the following core features: melody, lyric, chord names and guitar frets. See the Task Wizard for further detail on this and other tasks.
Tasks Options	Opens the Tasks Options dialog.
Generate Chord Names and Guitar Frets	Analyses the score to determine the chord keys of each measure (and beat), and displays chord names and guitar frets above the top stave. You can apply this command to multiple scores simultaneously with a Task. See the Task Wizard for further detail on this and other tasks.
Remove All Chord Names and Guitar Frets	Removes all of the chord names and guitar frets that have been added to the score. If you would rather just temporarily hide these objects, you can do so using the **Show/Hide Score Objects** option in the Score Options dialog.
Copy Chord Names to Lyrics	This command will copy any chord names to the lyrics of the first staff in the score. In some cases it is desirable to show chord names beneath the staff in this way. Furthermore, once the lyric chord names have been created it is also possible to export these new chord lyrics by saving the score as a MIDI file, as the MIDI format can store lyrics but not chord information. Other music software programs and some advanced digital keyboards can then display chords (in the lyrics) generated by MidiIllustrator, when importing a MIDI file. Note that this action will overwrite existing lyrics in the first staff. If you do not wish to overwrite existing lyrics, first create a new top staff and then repeat this command.
Generate Finger Numbers	Automatic Fingering Analysis is an advanced feature in MidiIllustrator which performs a customizable analysis of the notation in your scores and accordingly assigns finger numbers to each note and chord.
Remove All Finger Numbers	Removes all of the finger numbers that have been assigned to notes in the score. If you would rather just temporarily hide finger numbers, you can do so using the **Show/Hide Score Objects** option in the Score Options dialog.
Theme	Allows the selection of a theme or color scheme for the program interface.
MIDI Options	Opens the MIDI Options dialog.
Program Options	Opens the Program Options dialog.

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2. .8 Performance and Learning Tools

Command Location: Tools Menu

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Performance Mode allows you to perform and interact with your songs rather than modifying any song content. You can create Practice Sessions, study specific ranges of your scores and use learning tools such as Step by Step. Most score editing functionality is hidden in this mode to allow you to focus on viewing, listening and performing with your scores.

- **Modes**
  - **Performance Mode**
  - **Layout Mode**
  - **Edit Mode**

When you import a song, it is initially displayed in Performance Mode.

You can make basic editing changes to the score notation in Performance Mode, for example correcting note lengths, or changing score attributes like key signatures. You can change the presentation of the notation, but in this mode like Layout Mode, the raw music is generally protected so that you can 'interact' freely with the score without making unintentional changes.

The following interactive tools are available only in Performance Mode:

- Practice Sessions
- Step by Step
- View a specific range of measures
- Scrolling in the Next Page (advance page turn)

More About this Mode

Read more about the difference between Performance Mode and Layout Mode versus Edit Mode.

The different 'modes' in MidiIllustrator all have an associated 'view' which is optimized for working in that mode. Read more about Modes and Views here.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .8.1 Practice Particular Passages with Special Practice Tools

Practice Sessions allow you to focus on part (or all) of a score whether you are studying, rehearsing or simply listening to the music. You manage Practice Sessions using the Practice Session Wizard. MidiIllustrator can accompany you during the session. You can choose to hear a section repeated in a continuous loop, or a specific number of times if you are rehearsing.

How to Create or Edit Practice Sessions...

What else can you do with MidiIllustrator?

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .8.2 Learn Music 'Step by Step' without reading notation (on-screen piano)

Learn entire pieces without reading any notation! The flexible On Screen Piano Keyboard will highlight notes and chords from the current score one at a time, or 'step by step'. Read 'ahead' using advance keyboard highlighting options. The keyboard can be used as an aid to reading and playing the score (especially solo piano scores) allowing you to quickly and easily visualise chord shapes and fingering.

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- More information on working with Step by Step Mode
- How to 'jump' from one part of the score to another whilst playing a connected MIDI Instrument in Step by Step Mode

What else can you do with MidiIllustrator?

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .8.3 Rapidly improve Sight Reading with Note Names next to every Note

The Note Names function enables you to immediately identify each note by its name, and familiarise yourself with the staff line names. Remote leger line notes are immediately identifiable.

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View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .8.4 Show Finger Numbers on the Keys of the On-Screen Keyboard

Command Location: View Menu / Keyboard

The On-Screen Piano Keyboard will highlight notes and chords from the current score. It can be used as an aid to reading and playing the score (especially solo piano music) allowing you to quickly and easily visualize chord shapes and fingering.

In Edit Mode, notes can added directly to your score with Note Entry via the On-Screen Piano Keyboard.

Moving and Sizing the Keyboard

The On Screen Piano Keyboard works in a similar way to the other standard Windows toolbars found in MidiIllustrator, but unlike most toolbars it can also be sized dynamically even when it is 'docked'.

The keyboard can be docked or floated. When MidiIllustrator first starts the keyboard is docked at the bottom of the screen. As you resize the program's main window the keyboard width and height change by proportion to the main window size. MidiIllustrator will always try to make the best use of space when displaying the keyboard and its proportions will always be managed automatically.

You can use the title bar (on the top of the keyboard) to drag the keyboard to the top or bottom of the program window. When docked, MidiIllustrator will resize the keyboard in the context of the main window and other moveable windows such as the List Bar.

If the keyboard is floating on the page, it can be moved to any part of the screen with a simple click anywhere on the keyboard and by dragging it to the required location. The keyboard can also be resized by clicking and dragging any edge of the keyboard.

Key Highlighting

The piano keyboard highlights keys under the following circumstances:

- In general, the notes from all **visible** staves will appear on the keyboard as they are sounded. Alternating staff notes are displayed in alternating colors. This is particularly useful in solo piano scores where left and right hands are clearly distinguished. **Selecting Staves** will affect the notes which appear on the keyboard during playback. If

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any staves are selected, only the notes from those staves will appear on the keyboard. Remaining visible staves will be ignored. This allows you to display multiple staves on the screen, and a different selection of staff notes on the keyboard.
- When MIDI In is received from an external midi device, such as a MIDI Piano Keyboard.
- In Step by Step mode the next note or notes to be played. Colors are applied using the same rules as during playback (alternating staff colors).

Keyboard Highlighting Colors

You can edit the keyboard colors, including piano key highlighting colors used to show which keys are being pressed during playback (such as left and right hand piano playback keys) via the Keyboard Options tab in the Program Options dialog.

Full Size Keyboard	You can switch between displaying a Full Size Keyboard (88 keys) and a cropped display of the centre four octaves of the keyboard (two octaves on either side of Middle C).
Performing Hands	Read more about the On-Screen Piano Keyboard Performing Hands.
Show Note Names	These can be displayed A-G or using Solfege note names.
Highlight Middle C	This will place a small * marker on Middle C to assist with finding your place on the keyboard.

Menu Commands

You can access the keyboard's menu of commands via the View Menu or by right clicking anywhere on the keyboard.

The Keyboard Menu commands allow you to:
- show/hide the On Screen Piano (OSP) Keyboard
- dock the OSP keyboard in position
- toggle between the full size OSP keyboard and the cropped keyboard
- show note names on the OSP keyboard keys. These can be displayed A-G or using Solfege note names.
- show finger numbers on the OSP keyboard keys during playback (finger numbers must be assigned to notes before the finger number can be shown on keys as they are played)
- show/hide Performing Hands on the keyboard during playback (fingering must be assigned to notes before they can be played)
- edit the keyboard colors, including piano key highlighting colors

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .8.5 Assign Finger Numbers to Notes either Manually or Automatically

Command Location: Tools Menu

Finger numbers can be assigned to notes and chords in one of three ways:
- Manually using commands in the Notes Menu or with Keyboard Shortcuts
- Automatically for a selection of notes using commands in the Notes Menu or with finger number Keyboard Shortcuts without the need to open the Fingering Analysis dialog
- Automatically for the entire score, a range of staves, or a note selection using the Fingering Analysis dialog

Once you have assigned finger numbers to notes several new features become available:
- Finger numbers can be displayed in, alongside, above or below each note/chord in the score
- Finger numbers can be displayed on each key during playback on the On-Screen Piano Keyboard
- MidiIllustrator can show animated Performing Hands performing your score over the On-

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Screen Piano Keyboard

Automatic Fingering Analysis

Automatic Fingering Analysis is an advanced feature in MidiIllustrator which performs a customizable analysis of the notation in your scores and accordingly assigns finger numbers to each note and chord. Fingering analysis is customizable to help you assign the right finger numbers easily and quickly for a selection of notes or the whole score.

See also: notes on Obtaining the Best Analysis Possible.

Choose what to analyze	If a note range is selected in the score when the fingering analysis dialog is opened, MidiIllustrator will check the **Current selection only** checkbox. In this case, finger numbers are assigned to selected notes in the context of their position relative to one another and relative to other notes nearby in the score. **Ignore unselected notes when calculating**: With this option, finger numbers are assigned to selected notes in the context of their position relative to one another but ignoring other notes surrounding the selection. This allows you to set fingering for a particular melody or musical idea without having other notes influence MidiIllustrator's fingering calculations. You can choose to analyze entire staves or the entire score. This will take some time as even a basic analysis is quite demanding on the average PC. See **Advanced Settings** below to configure you own kind of analysis.
Options	**Keep existing fingering and use it when calculating**: Normally, existing finger numbers will be ignored in the calculation and will be updated as MidiIllustrator sees fit. With this option checked however, MidiIllustrator will use any existing fingering in the score as a guide to how you would like finger numbers assigned to remaining notes and these finger numbers will not be changed in the analysis. You might use this option having assigned a finger number to a single note in an arpeggio, for example, and MidiIllustrator will then assign finger numbers to the remaining notes in the arpeggio using the manually assigned finger as a starting point.
Choose an instrument fingering	In the current version of MidiIllustrator, fingering analysis can be performed for **keyboard instruments** such as the **piano**. MidiIllustrator will decide which hand to use when fingering a given staff based on the assigned instrument playing hand (Staff Manager). You can override this when using the finger analysis dialog using the **Force Hand** commands. **Assign separate hand fingering for upper/ lower voices**: When MidiIllustrator finds more than one musical idea indicated in a

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	staff with the use of voices, it will normally assign both the left and right hands to finger lower and upper voices accordingly. Uncheck this box to have a single hand notes across play multiple voices on each staff. Disabling this option may have consequences for Performing Hands making some multi-voice chord combinations unplayable.
Advanced Settings	The **Depth of analysis** and **Result Smoothing** settings allow you to control the effort MidiIllustrator applies to assigning finger numbers to a range of notes. Warning! Changing advanced settings - especially **Depth of analysis** may dramatically increase analysis time - so this option should be configured in the context of your PC processor speed. Generally, deeper analysis will result in better fingering, and increasing the result smoothing will address errors caused by insufficient depth of analysis. It's worth experimenting with different analysis settings on different notation selections, especially if you can allow extra time for the analysis to proceed. **Remember these advanced settings**: Your settings will be saved when you close the dialog. These saved settings will also be applied when automatically assigning finger numbers for a selection of notes using commands in the Notes Menu or with Keyboard Shortcuts. **Restore Advanced Defaults**: Restore the default settings for **Depth of analysis** and **Result Smoothing**.

Finger Numbers

Valid finger numbers are from 1 to 5, starting with the thumb (1) on each hand through to the pinky (5).

Obtaining the Best Analysis Possible

Since assigning finger numbers is a very subjective task, automatic generation of finger numbers for entire scores will inevitably include some unsuitable finger assignments. There are many rules in the analysis which favours general rules and uses specific rules rarely. Sometimes, for example, you will see a finger roll incorrectly assigned to an arpeggio, or an awkward fingering for a 4 finger chord in order to make progress to the next note sequence easier. In some case a given fingering may simply suit one player more than another.

To get best results, using the following automatic fingering options in combination with your own manual fingering assignments is highly recommended:

- Ignore unselected notes when calculating. Remember that fingering for a given sequence is calculated in the context of the surrounding notation. Sometimes you will

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get better results if you generate fingering for a sequence in isolation. You can also do this quickly for a selection of notes using the fingering keyboard shortcuts.

- Keep existing fingering and use it when calculating. This is a quick way to get the fingering you want on a chord or arpeggio. Manually assign one or two finger numbers to a given sequence of selected notes using commands in the Notes Menu or with Keyboard Shortcuts. Select the range of notes you wish to assign finger numbers to automatically. Open the Automatic Fingering Analysis dialog and check the Keep existing fingering and use it when calculating option. MidiIllustrator will use the manually assigned finger numbers when assigning fingering to the rest of the selection. Usually, manually assigning the first and/or last note in a chord or arpeggio will help MidiIllustrator automatically assign the rest of the fingering to your requirements.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .8.6 Practice new Rhythms with the Audio/Visual Metronome

MidiIllustrator's flexible metronome can be fully customised to suit your needs. Resize, move and specify the style of the visual flashing 'beat' indicator. Configure your own metronome sounds to mark the accent (up beat) and normal beat (down beat) of each measure. Use 'intro' measures to prepare when rehearsing passages. MidiIllustrator optionally places beat marks in the score as a further rhythmic cue.

Use the audio/visual metronome.

What else can you do with MidiIllustrator?

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .8.7 Sing along with Accompaniment: Lyrics Light up in Time with the Music

Lyric highlighting shows you which words to sing as MidiIllustrator plays the backing to your vocal. 'Advance' lyric highlighting helps you read ahead.

What else can you do with MidiIllustrator?

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .8.8 Watch your Score Performed on the Keyboard by MidiIllustrator's Performing Hands

Command Location: View Menu / Keyboard

Performing Hands are a feature of the On-Screen Keyboard. Watch your score performed on the keyboard by MidiIllustrator's talented hands which can perform even the most technically challenging pieces!

Once finger numbers have been assigned to a range of notes in the score, MidiIllustrator's hands can perform even the most demanding pieces (finger numbers do not have to be shown on the actual keyboard keys in order for performing hands to be displayed).

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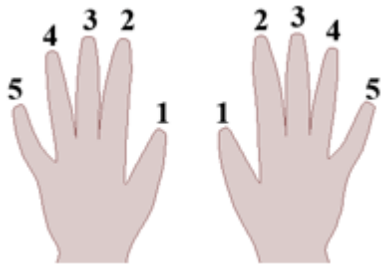
The scenario for the most successful display of performing hands is with piano pieces where notes have been assigned finger positions specifically for performance on the piano. However when displayed, MidiIllustrator hands will try to play any number of instruments and musical ideas (voices) spread over any number of the visible staves in the score.

The hand which will be assigned to play a given stave is determined by the hand assignment in Staff Manager. See finger numbers for more information.

The performing hands endeavor to play most chord shapes over most ranges though certain spans may be deemed unreachable in which case no fingering will be attempted giving the appearance that some notes are simply being ignored during playback... This can happen particularly if notes from multiple voices in a staff have been assigned fingers for a single hand, in which case the performing hands will not be able to correctly finger all of the notes (the default behavior when analyzing fingering automatically is for lower voice notes in *any* staff to be assigned to the left hand and upper voice notes to be assigned to the right hand).

Performing Hands can also be shown in Step by Step Mode when finger numbers have been created for the score.

Fill Hands Option 	By default, the hands are drawn as solid objects as this gives them the most natural appearance, however they can be displayed hollow (outline only) in order to give better visibility of the keyboard beneath the hands.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .8.9 Display Solfege Names on Notation and Instruments

The View menu offers the following commands:

Window View	Displays the score on the screen making full use of the size of the monitor screen. It is not a representation of how the score will appear when printed (see page view below) but it makes the best use of your screen 'real estate'!
Page View (Print Preview)	Page View is the same as Print Preview. This view allows you to evaluate the score prior to sending it to print, and therefore to adjust the page layout or printer set up as desired before printing. The score is displayed on the screen as it will appear printed using the current printer setup and page layout.
Scroll View (Editing)	This viewing mode applies the same rules for layout as Window view, except that the format for the score is a single system which scrolls horizontally along the page. This makes editing much simpler as the dynamic changes to the score object sizes which occur as you edit (eg staff height) do not result in constant reformatting of the score.

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Hide Staff Notation - Show Timeline	A view of the score in which traditional staff notation is temporarily hidden, and instead staves in the score are 'compressed' shown as a compact timeline (Performance Mode Only)
Toolbars	Shows or hides the following Toolbars: • File • Toolbars and Zoom • Perform • Volume and Tempo • Lists • Editing Palettes • Measure • Modes and Views The Editing Palettes toolbar is context sensitive and will become visible depending on the editing state MidiIllustrator is in. The 'Restore Default Toolbar Layout' option reverses all changes made to the toolbars and reinstates the original toolbar layout.
Status Bar	Shows or hides the status bar at the bottom of the screen. You can show a list of Status Bar display options by right clicking on the Status Bar.
Display Solfege Note Names	Displays Solfege note names instead of names A-G on both the score (when individual note names are enabled) and also the On-Screen Piano Keyboard and On-Screen Guitar Fretboard.
Full Screen	Enter/Leave Full Screen Mode
Keyboard	Allows you to: • show/hide the On-Screen Piano Keyboard (OSP) • dock the OSP keyboard in position • toggle between the full size OSP keyboard and the cropped keyboard • show note names on the OSP keyboard keys • show finger numbers on the OSP keyboard keys during playback (finger numbers must be assigned to notes before the finger number can be shown on keys as they are played) • show/hide Performing Hands on the keyboard during playback (fingering must be assigned to notes before they can be played) • edit the keyboard colors, including piano key highlighting colors • Highlight Middle C on the On-Screen Piano Keyboard for easier orientation. For further information, see the On Screen Piano Keyboard section.
Fretboard	Allows you to: • show/hide the On-Screen Guitar Fretboard (OSF) • dock the fretboard in position • toggle between the full size OSF and the cropped OSF • show note names on the OSF strings • edit the fretboard colors

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	For further information, see the On-Screen Guitar Fretboard section.
Metronome Light	Allows you to show/hide and dock/undock the Metronome Light. You may also edit the metronome light flashing colors in the Program Colors dialog.
Zoom	Allows you to zoom in and out of the score. Note that zooming does not change the actual printing size of the notation it simply alters the magnification of the score on the screen. For more information see Zooming vs Print Size. Once you have found a zoom setting you are happy with, this can be set as your Preferred Zoom - also available a command from the "Toolbars & Zoom" toolbar.
Navigation Commands	Allows you to navigate the score by reference to Page, Measure, Staff/System and Item. **Cursor Navigation During Playback** Whilst playing the score, holding down the **Control key** during the main navigation commands will move the playback cursor and then restart playback from the new cursor location. Shortcuts are available for each command.
Go Directly to Score Location...	Opens the Goto... dialog box and enables you to select the Bookmark, Page or Measure that you wish to find, and will take you to that part of the score.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .8.10 Show the On-Screeen Piano Keyboard

Command Location: View Menu / Keyboard

The On-Screen Piano Keyboard will highlight notes and chords from the current score. It can be used as an aid to reading and playing the score (especially solo piano music) allowing you to quickly and easily visualize chord shapes and fingering.

In Edit Mode, notes can added directly to your score with Note Entry via the On-Screen Piano Keyboard.

Moving and Sizing the Keyboard

The On Screen Piano Keyboard works in a similar way to the other standard Windows toolbars found in MidiIllustrator, but unlike most toolbars it can also be sized dynamically even when it is 'docked'.

The keyboard can be docked or floated. When MidiIllustrator first starts the keyboard is docked at the bottom of the screen. As you resize the program's main window the keyboard

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width and height change by proportion to the main window size. MidiIllustrator will always try to make the best use of space when displaying the keyboard and its proportions will always be managed automatically.

You can use the title bar (on the top of the keyboard) to drag the keyboard to the top or bottom of the program window. When docked, MidiIllustrator will resize the keyboard in the context of the main window and other moveable windows such as the List Bar.

If the keyboard is floating on the page, it can be moved to any part of the screen with a simple click anywhere on the keyboard and by dragging it to the required location. The keyboard can also be resized by clicking and dragging any edge of the keyboard.

Key Highlighting

The piano keyboard highlights keys under the following circumstances:
- In general, the notes from all **visible** staves will appear on the keyboard as they are sounded. Alternating staff notes are displayed in alternating colors. This is particularly useful in solo piano scores where left and right hands are clearly distinguished. **Selecting Staves** will affect the notes which appear on the keyboard during playback. If any staves are selected, only the notes from those staves will appear on the keyboard. Remaining visible staves will be ignored. This allows you to display multiple staves on the screen, and a different selection of staff notes on the keyboard.
- When MIDI In is received from an external midi device, such as a MIDI Piano Keyboard.
- In Step by Step mode the next note or notes to be played. Colors are applied using the same rules as during playback (alternating staff colors).

Keyboard Highlighting Colors

You can edit the keyboard colors, including piano key highlighting colors used to show which keys are being pressed during playback (such as left and right hand piano playback keys) via the Keyboard Options tab in the Program Options dialog.

Full Size Keyboard	You can switch between displaying a Full Size Keyboard (88 keys) and a cropped display of the centre four octaves of the keyboard (two octaves on either side of Middle C).
Performing Hands	Read more about the On-Screen Piano Keyboard Performing Hands.
Show Note Names	These can be displayed A-G or using Solfege note names.
Highlight Middle C	This will place a small * marker on Middle C to assist with finding your place on the keyboard.

Menu Commands

You can access the keyboard's menu of commands via the View Menu or by right clicking anywhere on the keyboard.

The Keyboard Menu commands allow you to:
- show/hide the On Screen Piano (OSP) Keyboard
- dock the OSP keyboard in position
- toggle between the full size OSP keyboard and the cropped keyboard
- show note names on the OSP keyboard keys. These can be displayed A-G or using Solfege note names.
- show finger numbers on the OSP keyboard keys during playback (finger numbers must be assigned to notes before the finger number can be shown on keys as they are played)
- show/hide Performing Hands on the keyboard during playback (fingering must be assigned to notes before they can be played)
- edit the keyboard colors, including piano key highlighting colors

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2. .8.11 Show the On-Screeen Guitar Fretboard

Command Location: View Menu / Fretboard

The On-Screen Guitar Fretboard will highlight notes and chords from the current score. It can be used as an aid to reading and playing the score (especially solo guitar music) allowing you to quickly and easily visualize chord shapes and fingering.

In Edit Mode, notes can added directly to your score with Note Entry via the On-Screen Guitar Fretboard.

Moving and Sizing the Fretboard

The On Screen Guitar Fretboard works in a similar way to the other standard Windows toolbars found in MidiIllustrator, but unlike most toolbars it can also be sized dynamically even when it is 'docked'.

The fretboard can be docked or floated. When MidiIllustrator first starts the fretboard is docked at the bottom of the screen. As you resize the program's main window the fretboard width and height change by proportion to the main window size. MidiIllustrator will always try to make the best use of space when displaying the fretboard and its proportions will always be managed automatically.

You can use the title bar (on the top of the fretboard) to drag the fretboard to the top or bottom of the program window. When docked, MidiIllustrator will resize the fretboard in the context of the main window and other moveable windows such as the List Bar.

If the fretboard is floating on the page, it can be moved to any part of the screen with a simple click anywhere on the fretboard and by dragging it to the required location. The fretboard can also be resized by clicking and dragging any edge of the fretboard.

String Highlighting

The guitar fretboard highlights strings under the following circumstances:

- In general, the notes from all **visible** staves will appear on the fretboard as they are sounded. Alternating staff notes are displayed in alternating colors. This is particularly useful in duet guitar scores.
  Selecting Staves will affect the notes which appear on the fretboard during playback. If any staves are selected, only the notes from those staves will appear on the fretboard. Remaining visible staves will be ignored. This allows you to display multiple staves on the screen, and a different selection of staff notes on the fretboard.
- When MIDI In is received from an external midi device, such as a MIDI Piano Keyboard.
- In Step by Step mode the next note or notes to be played. Colors are applied using the same rules as during playback (alternating staff colors).

Please note that unlike the piano keyboard *the guitar fretboard offers more than one way to play a note of a given pitch* and guitar fret information is not stored in MIDI files. As such, MidiIllustrator will always highlight played pitches in their position **closest to the head of the guitar, using open strings whenever possible**.

Fretboard Highlighting Colors

You can edit the fretboard colors, including highlighting colors used to show which strings are being pressed during playback via the Fretboard Options tab in the Program Options dialog.

Full Size Fretboard	You can switch between displaying a Full Size Fretboard and a cropped display of the more commonly played range of the fretboard.
Show Note Names	These can be displayed A-G or using Solfege note names.

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Menu Commands

You can access the fretboard's menu of commands via the View Menu or by right clicking anywhere on the fretboard.

The Fretboard Menu commands allow you to:
- show/hide the On-Screen Guitar Fretboard (OSF)
- dock the fretboard in position
- toggle between the full size OSF and the cropped OSF
- show note names on the OSF strings
- edit the fretboard colors

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .8.12 Show Beat Mark Numbers to help with counting

Command Location: Score Menu / Score Options / Notation Tab

Show/Hide Score Objects	**Bookmarks**	If you have inserted Bookmarks this check box allows you to show/hide them as desired.
	Chord Names	If you have inserted Chord Names this check box allows you to show/hide them as desired.
	Guitar Frets	If you have inserted Guitar Frets this check box allows you to show/hide them as desired.
	Free Text	If you have inserted Free Text items this check box allows you to show/hide them as desired.
	Expressions	If you have inserted Expressions this check box allows you to show/hide them as desired.
Note Information: **Note Names** and **Finger Numbers**	Note Names and Finger Numbers are both kinds of 'per note information' which can be displayed on the score using the note information display preferences (see below). **Note Information Display Preferences**	
	Show inside notes	You can also choose to have note information placed **inside** the note. In some circumstances (such as printing vs. window view), one layout may be easier to read than the other. Placing note information inside the notes also generate smaller scores for printing, as less horizontal/vertical space is needed to name each note. When note information is drawn inside the note, the text color is controlled by MidiIllustrator in order to maximize clarity.
	Show to left of note	When this option has been selected the name will be displayed near each note on the score (see below for positioning options).

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	Note that if both Note Names and Finger Numbers are set to display inside or to the left of the note, Finger Number display will override the Note Name. If you wish to show both Note Names and Finger Numbers for notes then one of the se information types can be shown inside the note, the other to the left of the note. Alternatively, show note information outside the staff.	
	Show outside staff	When note information is shown outside the staff it can be automatically arranged by MidiIllustrator to create the most compact score based on note positions, stem directions, voices and the note names/finger numbers relative to the owning note. Alternatively you can customize the display of note information to suit your needs.
		Position automatically outside staff (recommended default): This is the recommended style for the most easily configured score with optimal spacing.
		Position above the staff
		Position below the staff
		Always position voices separately above/below the staff: With multiple voices in a staff, separating the fingering above and below the score is recommended for clarity.
		Show placeholder for non-fingered notes in part-fingered chord: When note names are shown, they are shown for all notes. However finger numbers may have been assigned to just a few of the notes in the score. If only part of a given chord has been fingered and the finger numbers are displayed outside the staff (i.e. not next to their owner note) then it may be hard to tell which finger number pertains to which note. Showing a placeholder for non fingered notes in a chord will stack the finger numbers in the same way that the chord notes are vertically stacked, making it clearer which note owns which finger number.
	Maximizing Clarity of Note Information You may find that it helps to zoom in on the piece in order to see the note names/finger numbers clearly on the screen, or change the Print Size if you are printing your score. You may change the color and font of the note information fonts in the Fonts tab - experiment to see what looks best on your score. Fonts can also be Bold or Regular in size which may improve legibility. **Note Information Fonts**	

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	Two configurable fonts are used to display note information. The size of the Note Name/Finger Number font cannot be changed as the note names start to overlap the notation if they are bigger than the note 'heads' (especially on chords where many notes may overlap). For this reason, a Note Name/Finger Number is always roughly the same size as a note head.	
Notation	**Compress Empty Measures**	In order to make the best use of space on the screen or printed page, you can choose to Compress Empty Measures. MidiIllustrator will compress contiguous empty measures as long as the measures are: • completely empty i.e. none of the visible staves in the measure contain any notes; and • identical i.e. they share the same time signature, key signature, clef and bar ending This option is turned on by default.
	Show Bar Repeat Count	Display (where appropriate) above the measure the number of repeats which will be applied to a section repeat barline during playback.
	Show Courtesy Accidental for Every Note	With this option enabled, the key signature is effectively repeated for each note on the score, making it much easier to remember to sharpen or flatten a particular note when performing a piece. Note that this 'global' command overrides the individual per note setting for displaying courtesy accidentals against notes (see Notes Menu and Entry Note Shows Courtesy Accidental); Unlike in standard notation, MidiIllustrator will not just assume that a sharp or flat 'holds' for the measure when this option is enabled. Instead, in a piece written in the key of G which contains a single sharp (for example), every single F in the score will be marked with its own accidental (sharp), even multiple F# notes in the same measure.
	Assign More Space To Longer Notes	You can choose to have MidiIllustrator allocate more space on a score to the longer notes than to the shorter notes

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		as an aid to sight reading.
	Color Voices in Performance Mode	Applies distinctive colors to the different voices on the score when in Performance Mode. These colors are *always* applied in Edit Mode to make editing easier. Colors can be selected using the Color section of Score Options.
	Hide ALL upper/lower voice guide rests in Performance Mode	Hides all *automatically drawn* upper/lower voice 'guide' rests. See more information about Voice Guide Rests.
Playback	**Play Notes as Imported/ Recorded**	Play imported MIDI songs as they were originally performed, rather than adhering to the notated times displayed on the score. This allows playback of a recorded song as it was originally captured, even though the notation may have been 'tidied' by MidiIllustrator for easier reading (perhaps using Transcription Options). Note that this option only applies to scores which contain some original MIDI content or recording session data.

Measure Numbers	You may customize if, and how, Measure Numbers (#) are displayed on the score. The display of measure numbers may be affected by the current 'view' (see below). The default setting is a Curved Box (which encloses the Measure Number) on Every Measure starting at Bar 1, but this can be changed using the three drop down boxes. The measure numbers can be set as follows: • None - no measures numbers will be displayed • Normal - measure numbers will not be enclosed • Boxed - measure numbers will be surrounded by a box • Curved Box - measure numbers will be surrounded by a curved box If None has been selected above, the 2 remaining drop down boxes will be grayed out, but they can be edited if Normal, Boxed or Curved Box has been selected. The options available are as follows: • Every Measure • Every System • Every Page

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	• Every 5th Bar • Every 10th Bar The third drop down box allows you to set a start point as follows: • From Bar 1 • From Bar 2 etc (depending on the number of bars in the piece) **Note that measure numbers are shown on ALL measures when in Scroll View as this information is useful for editing.**
Beat Marks and Numbers	As an aid to counting and understanding the rhythm of a score, MidiIllustrator can place small marks or numbers 'on the beat' above the top staff. If, for example, the time signature is 4:4, then four beat marks (or the numbers 1 to 4) will span the top of each measure. Displaying beat marks works well when the cursor is set to follow 'the nearest beat during playback'. You may customize the beat mark color to best highlight the location of the beats in the music. The Beat Marks can be customized using the three drop down boxes. The first drop down box provides the following options: • Hidden - The Beat Marks will not appear on the score. • Visible - The Beat Marks will be displayed on the score (except during Playback if the 'Countdown' option has been selected. See the 'Note' below). • Playback Only - The Beat Marks will only appear on the score during Playback. If Hidden has been selected above, the two remaining drop down boxes will be grayed out, but they can be selected if Normal or Playback Only has been selected. The second drop down box allows you to display the Beat Marks on the: • Top Stave • All Staves The third drop down box offers two style options: • Static – whereby the Beat Marks stay in place as the music is played. • Countdown – whereby the Beat Marks disappear as they are passed in the score. The last drop down box offers two more style options: • **Markers** – whereby the Beat Marks are shown with triangular markers. • **Numbers** – whereby the Beat Marks are shown as numbers for each beat to help with counting.

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	The default setting is 'Playback Only' on the 'Top Stave' with 'Countdown'. **Note:** You may wish to view the Beat Marks all the time, in which case you would select 'Visible' from the first drop down box, and they will be displayed on the score. However, if you then selected 'Countdown' from the third drop down box, the Beat Marks would disappear when they were passed in the score during Playback. Therefore, if you actually want the Beat Marks to be on display at all times, even during Playback, make sure you have selected 'Static' in the third drop down box as well as 'Normal' in the first.
Bookmarks	Allows you to customize any Bookmarks which have been placed on the score. The default setting is a Curved Box (which encloses the Bookmark), but this can be changed using the Bookmark drop down box. The options available are: • Normal – no surround • Boxed • Curve Boxed
Apply	The Apply button applies all the changes made to the score without the need to close the dialog box.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .8.13 Use the Speaking Metronome to help with counting

Command Location: Tools Menu / MIDI Options / Metronome Tab

The Metronome tab allows you to activate/deactivate the Metronome and contains the 'Rules for Metronome Use'. The current Metronome settings are displayed on the tab and the 'Choose Instrument' button provides a link to the Metronome Instrument dialog.

Note that these metronome rules may be overridden by Practice Session metronome settings, or Recording session metronome options.

Use MIDI Metronome	This check box activates/deactivates the MIDI Metronome subject to the rules contained within the 'Rules for Metronome Use' section of the tab. (See **Rules for Metronome Use** below).
Use Speaking Metronome	When the Metronome is active and the Speaking Metronome is enabled, the metronome will count the beats out loud using a human voice instead of the Metronome Instrument. This is especially useful when learning rhythm. The counting voice files are stored in the following location: ***<USER>\Documents\Rallentando Software\MidiIllustrator Maestro 3\Resources\Sounds\Metronome\Voice*** You may overwrite these files with recordings of your own but we recommend first backing up the original wave files.

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Rules for Metronome Use	There are two rules associated with the Metronome: • Use Metronome throughout playback of score, • Metronome Intro Bars and one associated with the Metronome Light: • Flash on beat for: [ ] ms *Note:* ***The 'Use MIDI Metronome' check box must be checked or the metronome will make no sound, regardless of how you configure the metronome rules.***
Use Metronome Throughout Playback of Score	This check box allows you to choose whether or not to have the Metronome ticking at all times during playback.
Flash on beat for: [ ] ms	The Metronome Light (M. Light) flashes in time with each beat of the music to give you a visual representation of the time signature of the piece, and different shades of color are used to identify the Accented Beat and the Normal Beat. The 'flash on beat for' drop down box allows you to set the length of time in milliseconds ('ms') that the colors used in the M. Light are displayed for (or flashed) on each beat of the music. You can choose from as little as 10ms to as much as 500ms. To prevent any flashing, and instead see just the solid colors, set a flash time of 0. For more information about the M. Light, see the Metronome Light section of the View Menu.
Metronome Intro Bars	Metronome Intro Bars are metronome beats that play before playback of the piece commences, and are a useful way of familiarising yourself with the rhythm of a passage. The type of Metronome Intro is selected using two drop down boxes. The first Metronome Intro Bar drop down box contains the following options: • No Intro • 1 Bar • 2 Bars • 3 Bars • 4 Bars • 2 Beats (the shortest intro) .. when starting: and the second drop down box has the following options: • at beginning of piece • at beginning of a measure • at beginning of a beat • anywhere You may, for example, decide that when you are starting playback from the beginning of the piece, you would like the metronome to start playing one bar before the start of playback. If you wanted the metronome to play throughout the piece, as well as playing an introduction, you would also have to tick the **Use Metronome throughout playback of score** check box. If this is left unchecked, the metronome will only play the introduction.
Choose Instrument	Opens the Metronome Instrument dialog.

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View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .9 Connect and Interact

Command Location: Tools Menu / MIDI Options

The MIDI Options dialog allows you to make changes to the following attributes of MidiIllustrator:

- MIDI Out/Playback
- MIDI In/MIDI Echo
- Metronome
- MIDI Device Sharing
- MIDI Shortcut Keys
- MIDI Instrument Routing

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .9.1 Connect a MIDI Instrument and Interact with the Music

Interact with the music, and have MidiIllustrator accompany you as you perform using a MIDI Piano, Guitar or other instrument. MidiIllustrator can redirect MIDI Input to any instrument of any MIDI device using the MIDI Echo feature. Instantly redirect MIDI Input to a particular instrument/device on a MIDI staff (this is useful for quickly performing a certain part in a certain piece).

In 'Step by Step' Mode, MidiIllustrator will listen for input from your MIDI instrument and 'step' the cursor music as you play the notes on the screen, turning pages as you go.

Accompany music in a different key. MidiIllustrator optionally transposes MIDI input 'on the fly' as it is redirected to the device of your choice. Play in one key, whilst accompanying a MIDI file playback sequenced in another key.

Connect a MIDI Instrument and interact with the music

What else can you do with MidiIllustrator?

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .9.2 Remotely Control functions Using Your Connected MIDI Instrument

Command Location: Tools Menu / MIDI Options / MIDI Shortcut Keys Tab

MIDI Shortcut Keys allow you to control many of MidiIllustrator's functions using your connected MIDI instrument (such as a MIDI keyboard) as a 'remote control'.

Note: The MIDI Shortcut Keys Tab is not available in some modes (during playback, Step by Step Mode, Practise Session).

Instead of using the mouse or keyboard, you can input certain commands using your MIDI instrument. MidiIllustrator will listen for notes entered in this way and will carry out commands accordingly.

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Note that for MIDI Shortcut Keys to work, you must have connected MIDI instrument connected and configured for use by MidiIllustrator, and you must be 'listening' for MIDI Input on a MIDI In device.

Note: Try not to use shortcut key pitches which you will often use during performances, or commands may be inadvertently sent to MidiIllustrator whilst you are simply playing notes on your instrument. To this end, it is best to avoid using keys near the middle of a MIDI keyboard, and instead configure less frequently used keys at either end of the instrument.

Shortcut keys are **deactivated** in Edit Mode - Normal Entry as in this state MIDI input is converted to notation and added to the current score.

Entering Note Values from your Instrument

For each of the commands below, you may configure a corresponding key, or note on your MIDI Instrument. You can enter note values manually using the drop down box, or you can select an instruction from the list, click the "**Use Next MIDI Note Entered...**" button and then tap a key on your MIDI device to set a particular value.

Enabling MIDI Shortcut Keys

Don't forget to set both "**Listen for MIDI Shortcut Keys**" on this Options page, and "**Listen to MIDI In device**" on the MIDI In / MIDI Echo Options page in order to enable MIDI Shortcut Keys.

On-Screen Keyboard

Once configured, you will be able to see which notes on your MIDI Instrument are configured for use as MIDI Shortcut Keys by displaying MidiIllustrator's On-Screen Keyboard. Configured keys are highlighted with colored markers as a quick reference.

Instruction Name	***Instruction***
Page: Next	Turns the page.
Page: Previous	Turns the page.
Perform: Play/Stop	Begins/Ends playback.
Perform: Rewind	Rewinds playback.
Step by Step: Cue Playback from Step Position	Synchronizes the playback position to the current Step Position. See also Setting the Playback Starting Position in Step by Step Mode.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .9.3 Create Device/Instrument Defaults for New Scores

Command Location: Tools Menu / MIDI Options / MIDI Instrument Routing Tab

MIDI Instrument Routing allows you to control the way in which certain instruments (or MIDI 'patches') are handled by MidiIllustrator during playback.

When a MIDI file is created, each staff in the song is usually given a particular Channel and instrument Patch. You can read more about channels in the MIDI Channels and Drum Instruments section. Furthermore, when the file is first opened, MidiIllustrator will assign the default MIDI playback device to each staff. This is usually the soundcard in your computer which has 128 instrument 'General MIDI' sounds.

If you have more than one MIDI playback device available to your system however, you may

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prefer that all 'Piano' instruments are played using a dedicated 'Piano' MIDI module which you may have attached to your system via MIDI cables. Or you may simply prefer some instruments sounds from one sound card over another. In this case, you can create a MIDI Instrument Routing, which will tell MidiIllustrator to use a preferred instrument from a preferred MIDI playback device every time a new MIDI song is first opened.

Furthermore, some MIDI devices only 'listen' on certain channels, so you may wish to specify which channel is used for a particular routing.

The MIDI Instrument Routing tab has the following buttons:
- Add Routing
- Edit Routing
- Remove Routing

The Add/Edit Routing Dialog

When you create or edit a routing, you must supply the following information:
- The Instrument you wish to route to a particular device and channel
- Channel rules to use when identifying that instrument
- Which channel that instrument should be played through
- Which MIDI playback device that instrument should be played through

For example, you may wish to have all *Acoustic Grand Piano* staves played using MIDI device 'A' on channel 1. In this case you would choose the following configuration:
- Route instrument: **1. Acoustic Grand Piano**
- on… **Channels 1-9 or 11-16** *(the original channel used for this instrument)*
- to… **Channel 1** *(the new channel to be used for this instrument)*
- using… **MIDI Device 'A'**

Here we have specified a rule concerning which channel the instrument must *originally* be on for the routing to apply. The reason for this is that channel 10 is often treated differently to other MIDI channels (read more about this here: MIDI Channels and Drum Instruments) and we do not wish to mistakenly route instruments other than piano sounds. In keeping with this principle, when the *original* channel value is set to channel 10, the instrument names in the instrument box will automatically change to the corresponding General MIDI drum names.

Bear in mind that a given instrument patch may *originally* be set on *any* channel, so specifying an original channel such as 'Channel 13' may dramatically limit the number of effective routings. That said, in general you should be as strict as possible with routing rules to prevent unexpected behaviour during playback.

NOTE: Routings should be used with care as some can make your songs sound strange, and may even result in silent staves during playback if MIDI devices are not attached or switched on.

Once the routing has been created, it will be applied **ALL MIDI FILES** opened from that point on, and **no reminder** will be posted to inform you that a routing is being applied to a particular song staff.

You can temporarily disable routings at any time by unchecking the box on the left of the routing list.

When are Routings Applied?

Routings are applied whenever:
- A MIDI file is opened and automatically converted to notation
- The "Convert Score to 'Two Hand Piano'" Task is applied to a score.

Routings will **not** be applied to existing *.MIL files as they are opened, and subsequent changes to channel and MIDI device settings using Staff Manager will **not** be overridden by routings.

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Duplicate or Conflicting Routings

If you create duplicate or conflicting routings (i.e. routings where two different rules are applied to the same instrument/channel combination) then you may see unexpected results. MidiIllustrator will try to apply each and every routing **in order** to a staff in a given song, meaning that that the lowest valid routing in the list will take precedence over any others already applied.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .9.4 Make the most of your MIDI Device Capabilities

MidiIllustrator can fully exploit the MIDI features of your PC, and any external MIDI devices you may have.

MidiIllustrator shares MIDI ports and devices with other Windows(tm) applications so you can truly multitask your music projects.

MidiIllustrator supports the use of multiple MIDI devices for playback, meaning that you can use your PC's General MIDI functionality to provide broad instrument ranges for your scores, but redirect a particular instrument (such as a piano staff) to an external MIDI device (such as a piano module).

Furthermore, you may connect a MIDI Instrument and interact with the music.

What else can you do with MidiIllustrator?

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .10 Customize the Program Interface

The MidiIllustrator interface supports smart docking for toolbars and special controls such as the On-Screen Piano Keyboard and List Bar. Dragging these controls by their title bars will automatically show the smart docking manager allowing you to dock one control to another or to the main program frame in order to make the best use of your screen real-estate.

Different themes or color schemes can be applied to the MidiIllustrator program interface. These themes will affect the look of all the interface components such as toolbars, menus and control windows.

Themes can be chosen via the Tools Menu.

The themes available are:
- Black
- Blue
- Silver
- Aqua

You can also customize the On-Screen Piano Keyboard.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

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2. .10.2 Customize the On-Screen Piano Keyboard Colors

Command Location: Tools Menu / Program Options / On-Screen Keyboard Options Tab

This tab allows you to change the On-Screen Piano Keyboard colors, including piano key highlighting colors (such as left and right hand piano playback keys).

Colors

To change the default color of an item, simply select the item in the list, click on the 'Modify' button, and choose a new color from the Color palette. Then click 'OK' in the Color tab for the changes to take effect on the score.

Note that changes are made to the application dynamically (without the need to close the dialog box with the OK command), in order to facilitate experimentation with new settings.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2. .10.3 Customize the On-Screen Guitar Fretboard Colors

Command Location: Tools Menu / Program Options / On-Screen Guitar Fretboard Options Tab

This tab allows you to change the On-Screen Guitar Fretboard colors, including fret highlighting colors.

Colors

To change the default color of an item, simply select the item in the list, click on the 'Modify' button, and choose a new color from the color palette. Then click 'OK' in the color tab for the changes to take effect on the score.

Note that changes are made to the application dynamically (without the need to close the dialog box with the OK command), in order to facilitate experimentation with new settings.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2.2 Composing: Create and Edit Scores

As well as generating beautiful scores from the many free MIDI files available online, all MidiIllustrator products feature music learning and performance tools as part of a broader music notation package.

Features fall broadly into two groups: **Performing** and **Composing**. Some of the more advanced editing functions are found only in MidiIllustrator Maestro (highlighted).

What's new in this version?

Performing: Practice, Print and Play

MidiIllustrator contains sophisticated MIDI to notation conversion technology which can quickly and accurately generate attractive scores from music of all styles stored in Standard MIDI Format (SMF).

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- Learn More About How MidiIllustrator Converts MIDI to Notation

MidiIllustrator can create scores in your favorite style, from one or all of your MIDI files, in a single step. Once MidiIllustrator has created your scores you can:

- Configure Sound and Play Back Scores
- Open, Display and Print Scores
  - Open and View Scores
  - Display the Score In Different Ways
  - Choose Colors, Textures and Backgrounds for Your Score
  - Adjust the Score Layout: Using Layout Mode
  - Print the Score
    - Quickly print selected parts/instruments/staves
- Find Music Files on the Internet
- Save and Manage your Scores
- Playback the Score
  - Create and Play a Score Playlist
  - Scroll and Fade in the Next Page (Advance Page Turn)
- Tasks to Transform Your Scores Automatically
  - Present Difficult Notation in Simplified Form
  - Arrange the Score for Piano Automatically
  - Reformat the Score as a Fake Book or Song Lead Sheet
  - Generate Chord Names and Guitar Frets Automatically
  - Format many Scores at once using the Task Wizard
  - Hide Traditional Staff Notation and Instead Show Staves as a Compact Timeline
- Performance and Learning Tools
  - Practice Particular Passages with Special Practice Tools
  - Learn Music 'Step by Step' without reading any Notation, with the on-screen Piano
  - Rapidly Improve your Sight Reading with Note Names displayed next to every Note on the Score
  - Assign Finger Numbers to Notes either Manually or Automatically
    - Show Finger Numbers on the Keys of the On-Screen Keyboard
  - Practice new Rhythms with the Audio/Visual Metronome
  - Sing along with Accompaniment - the Lyrics Light up in Time with the Music
  - Watch your Score Performed on the Keyboard by MidiIllustrator's Performing Hands
- Connect and Interact
  - Connect a MIDI Instrument and Interact with the Music
  - Remotely Control functions Using Your Connected MIDI Instrument
  - Create Device/Instrument Defaults for New Scores
  - Make the most of your MIDI Device Capabilities
- Customize the Program Interface
  - Choose a Theme (Color Scheme)
  - Customize the On-Screen Piano Keyboard Colors

Composing: Create and Edit Scores

Create brand new scores from the ground up, or use MidiIllustrator's powerful editing tools on existing scores originally generated from MIDI songs. Some features are available in MidiIllustrator Maestro only (marked).

- Create a Brand New Score
- Compose and Edit: Using Edit Mode
  - Add Notation Quickly using Context Sensitive Entry
  - Modify a Note, or a Selection of Notes
    - Make Changes Quickly with Context Sensitive Menus
  - Add Special Barlines to Control Playback of Efficient Scores
    - Repeat Sections
    - Special Endings
  - Copy and Paste Notation to/from the Clipboard

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        - Make Copies of Complete Staves with the Staff Manager Dialog
    - Edit Large Areas of Notation: Using Power Edit Mode
    - Find Out About Using Edit Mode on an Existing Song
- Other Ways to Capture Your Music
    - Note Entry Via the On Screen Piano Keyboard
    - Record a Real Time Performance
        - Set Your Recording Options
    - Chord Entry Via a Connected MIDI Device
    - Tap In Rhythms with the PC Keyboard
- Create a Template for Future Scores
- Add New Measures to the Score
- Set the Score Titles (Composer, Title, Footer etc.)
    - Add Fields to Score Titles (e.g. Page Numbers, Date etc.)
- Enrich Your score with Rich Text Content including Images and Multimedia Content
    - Add Moveable Text to Your Score
- Modify the MIDI Content in Your Song
- Add Notation Expressions which can Control Playback (e.g. Dynamics, Metronome Tempos)
- Add and Remove Staves: Using the Staff Manager
- Remove a Range of Measures from the Score
- Select a Range of Notes using Advanced Criteria
- Transpose All or Part of the Score
- Restructure the Score
    - Key Signatures
    - Time Signatures
    - Starting Tempo
    - Clefs

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2.2.1 Create a Brand New Score

Command Location: File Menu

New scores can be created in several different ways.

- Create a new score from scratch with the 'New Score' dialog, specifying score criteria in a few simple steps.
- Generate a new score using an existing score template, selected from the 'New Score' dialog.
- Generate a new score instantly using the 'Default' score template, from the File Menu commands.

New scores always open up in Edit Mode, Normal Entry, ready for editing.

Create a New Score From Scratch

Open the 'New Score' dialog from the File Menu, or the Launch Screen.

From the 'Score Type' tab, select 'New Score', and the number of staves. You can specify the instruments for these staves later, using the Staff Manager Dialog. At the bottom of the dialog, select the number of measures you want to see in the score initially (default 30).

If you want to specify the Time Signature, Key Signature and Tempo, select each tab as appropriate, and enter the desired value.

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When you have specified the score settings, hit OK to create your score.

When the score has been created, you are ready to start composing right away.

Generate a New Score Using an Existing Score Template

Score templates contain all the foundations for a new score. Read more about creating new templates.

Open the 'New Score' dialog from the File Menu, or the Launch Screen.

From the 'Score Type' tab, select 'New Score from Template', and choose a template from the list available below. At the bottom of the dialog, select the number of measures you want to see in the score initially (default 30).

Note that the Time Signature, Key Signature and Tempo tabs are hidden as these characteristics are all determined by the template.

Hit OK to create your score.

Generate a New Score Using the 'Default' Score Template

Read more about the 'default' template.

To generate a score using the 'default' template, choose New Default Score from the File Menu commands. A score with the default 30 measures will be created based on the default template.

Alternatively, open the 'New Score' dialog from the File Menu, or the Launch Screen.

Select 'New Score from Template', and choose the 'default' template from the template list. At the bottom of the dialog, select the number of measures you want to see in the score initially (default 30).

Note that the Time Signature, Key Signature and Tempo tabs are hidden as these characteristics are all determined by the template.

Hit OK to create your score.

Start Composing

As soon as your new score is created, you can start to capture your music...

What else can you do with MidiIllustrator?

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2.2.2 Compose and Edit: Using Edit Mode

Command Location: Tools Menu

Edit Mode is for full-scale score composition. Within Edit Mode, there are 3 sub modes for working with your scores in different ways.

- **Modes**
  - **Performance Mode**
  - **Layout Mode**
  - **Edit Mode**
    - **Normal Entry**
      - Recording a Real Time Performance

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  - Note Entry via the On-Screen Piano Keyboard
  - Chord Entry via a Connected MIDI Device
- **Mouse Entry**
- **Power Edit**

In contrast to Performance Mode, in Edit Mode you have full composing power with the score; the ability to add notes, modify note pitches, durations and so forth.

When you create a **new** score, it is initially displayed in Edit Mode, Normal Entry.

Normal Entry

Normal Entry affords you all of MidiIllustrator's score editing functions. The playback cursor which is displayed in Performance Mode is replaced with a special cursor which shows the 'Entry' item; a rest or a note depending on how you have configured the Entry item. Move the cursor to the desired insert position (time and pitch) and then use the item 'Insert' commands (see Insert Menu) to add to the notation.

If it is possible to 'insert' (rather than 'add') a new item at the cursor location in a given measure, MidiIllustrator will display the insert arrows above and below the flashing entry note. In this case, items to the left of the entry item will be shifted to the right after insertion. Read more about Inserting versus Adding new items in the score.

MidiIllustrator will also try to automatically apply the correct qualities for the new item given its 'entry context'. See more information on setting the entry item qualities, and the context sensitive entry qualities of Edit Mode.

Notes and rests can be selected using the mouse or keyboard, and then the various modification functions can be applied to the selection using commands from the Notes Menu and Rests Menu.

In Normal Entry mode, powerful tools are available to help you capture your musical ideas:
- Recording a Real Time Performance
- Note Entry via the On-Screen Piano Keyboard
- Chord Entry via a Connected MIDI Device

Selection Editing

When you have made a note selection, you can use the 'clipboard' functions to cut or copy the selection to another location in the score, or even to another score altogether (if it is also open in Edit Mode).

In order to protect existing score content when using the clipboard, some rules apply to where and how certain copied selections can be pasted into the score. Specifically:
- In Normal Entry (Edit Mode), only selections from single tracks can be pasted from the clipboard. For multi-track operations such as this, use Power Edit instead.
- Since tuplets are treated as a unit and have to kept intact, paste operations which overlap or interfere with existing tuplets are not possible.

Mouse Entry

Mouse Entry allows most of the functions offered by Normal Entry, but also allows you to edit notation directly using the mouse as a note entry and modification tool.

By contrast to Normal Edit, the entry note is immediately displayed at the insertion point as the mouse cursor moves over the score. Clicking the left mouse button will add a new note or rest. The same context sensitive entry rules apply to the entry item as in Normal Edit mode.

Chord notes can be entered in Mouse Entry mode by holding the **Control** key down when entering (inserts a new chord note at the insertion point, and leaves the cursor at the current insertion point).

Moving and Copying Notes with the Mouse - Mouse Entry and Normal Entry

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In Mouse Entry mode and Normal Entry mode, individual notes can be selected and dragged, or copied to new times or pitches. Certain keys will modify the behaviour when existing notes are selected and dragged on the score. If no modifier key is selected, MidiIllustrator will monitor the drag direction and limit the dragging direction to **either** vertical **or** horizontal. This behaviour makes it easier to make notation changes accurately (override this behaviour with the **Alt** key - see below).

Using these keyboard 'modifiers' at the same time as dragging with the mouse will give different results:

Action	Keyboard Modifier	Effect
Dragging Vertically	None	Changes the pitch of the selected note to the new drag pitch.
	Control Key	Creates a copy of the existing note in the same time, at the new drag pitch.
Dragging Horizontally	None	Changes the time of the selected note to the new drag time.
	Control Key	Creates a copy of the existing note in the same pitch, at the new drag time.
Dragging Any Direction	**Alt** Key	Enables dragging both vertically and horizontally at the same time.

Moving Rests with the Mouse

Rests can be selected and repositioned vertically on the staff (if the rest type does not rely on its position relative to the staff in order to establish its identity, thus only quarter rests and shorter can be moved).

Note about Edit Mode and Printing

In order to make editing as comfortable and efficient as possible, the following features behave differently in Edit Mode:
- Empty Portions of Staves are always shown whilst in Edit Mode
- Empty measures are not compressed whilst in Edit Mode
- Rests in empty measures are not automatically centred in Edit Mode in order to make note/rest entry easier
- 'Timeline' view is temporarily deactivated in Edit Mode

For this reason, scores may not print exactly the same in Edit Mode as in Performance/ Layout Modes. Switching to Performance/Layout Mode before printing is therefore recommended for optimal printing results.

Note about Playback In Edit Mode

Normally playback continues until the end of the score is reached, regardless of whether there is still music left to play or not. In this way, lyrics and other score items are still highlighted and the metronome keeps flashing/ticking even if note playback is complete. In Edit mode, it is assumed that playback is essentially used for auditioning changes, and for this reason, playback will end automatically when the last note in the score has been played.

More About this Mode

Read more about what happens when you first start working with an *existing* song in Edit Mode - Performance Mode and Layout Mode versus Edit Mode.

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The different 'modes' in MidiIllustrator all have an associated 'view' which is optimized for working in that mode. Read more about Modes and Views here.

The Editing Palettes contain many of the key commands and settings for Edit Mode.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2.2.2.1 Add Notation Quickly using Context Sensitive Entry

Command Location: Insert Menu

Setting Entry Item Qualities

The Insert menu lists all the commands available for setting the qualities for note and rest entry. These commands are also available on program toolbars when the Editing Palettes are displayed. Keyboard shortcuts also provide a very quick route to configuring the entry item.

Entry item qualities are only relevant to Edit Mode (Normal Entry, Mouse Entry, Power Edit) when MidiIllustrator is ready to entry new notation, and the cursor is positioned on the score. These 'entry item' qualities will be applied to each new item when it is created. However, MidiIllustrator will also try to automatically apply the correct qualities for the new item given its 'entry context' (see below).

The Entry Cursor

The current entry item qualities are shown on the Editing Palette toolbars and are also displayed as a flashing cursor (eg a flashing quarter note or a flashing rest) at the entry position. When this cursor is shown as greyed or faded, the current entry qualities are not valid for insertion at the current position.

Quality	Details
Duration	The duration of the entry note/rest can be modified incrementally using the Duration: Increase/Decrease commands. If you would like MidiIllustrator to include dotted durations in the choice of increased or decreased durations, see the Include dots when incrementing duration of selection option in Editing options. **Triplet/Quintuplet** When selecting tuplet durations, remember that tuplet notes are always treated by MidiIllustrator as a unit, and so a **whole** tuplet will be added at the insertion point. For example, in the case of a triplet addition, a single triplet note will be added followed by two triplet rests. There must be enough space in the current measure for a complete tuplet to be added. Adding subsequent notes when the cursor is within the tuplet range will populate the various 'branches' of the tuplet. The current version of MidiIllustrator supports

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	the following tuplet types: triplets and quintuplets. See the Keyboard Shortcuts for this function.
Voice	Sets the entry voice to Upper Voice, Lower Voice or Single Voice. Note that when adding notes and rests to measure which contains more than one voice at the insertion point, you must first select the appropriate voice so that MidiIllustrator knows which music 'idea' you are modifying. See Voices for more information. See the Keyboard Shortcuts for this function.
Note Enharmonic	**Enharmonic Spelling** These commands leave the pitch of the entry note **unchanged**, and only alters the way the entry note is displayed. The various spellings which are available (depending on the particular key/pitch): • Double Sharp • Sharp • Natural • Flat • Double Flat When you subsequently alter the entry pitch, the enharmonic spelling will be removed and the Default Enharmonic Entry Spelling will be applied to future additions (see below). Note that any accidental in the spelling will only be shown if it has not already been displayed on the staff line earlier in the measure (normal notating rules), or if the Entry Note Shows Courtesy Accidental option is enabled (see below). **Default Enharmonic Entry Spelling** This can be either: • Sharp, or • Flat When moving the cursor in Edit mode, vertical position commands alter the pitch of the entry note. A single 'up' or 'down' pitch (from the keyboard arrow keys) will raise or lower the entry pitch chromatically (by a semitone) and any appropriate accidental necessary to represent the new pitch on the staff will be displayed automatically. For example in a staff with a key signature of C, a pitch up command when the cursor pitch is at middle C will result in a new pitch of C# or Db. Whether the new pitch is displayed as C# or Db is determined by the current "Default Enharmonic Entry Spelling". This value is set

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	when a score is first created, and is based on the opening key signature of the piece. Generally speaking, for key signatures containing flats (eg the key F in which all B notes are flattened to Bb), the default enharmonic entry spelling will also be flat. Similarly for the key of C and all keys containing sharps, the default enharmonic entry spelling will be set to sharp. You can change the spelling for just the current entry by setting the pitch of the entry note, then changing the Enharmonic Spelling (see above). But if you need to make many note additions with a different default spelling (Sharp or Flat), you can first change the Default Enharmonic Entry Spelling. See the Keyboard Shortcuts for this function.
Note Accidental	**Entry Note Accidental** Note accidental commands will **alter** the pitch of the entry note. The accidentals which are available (depending on the particular key/ pitch) are: • Double Sharp • Sharp • Natural • Flat • Double Flat When you subsequently alter the entry pitch, the accidental spelling will be removed and the Default Enharmonic Entry Spelling will be reapplied to the entry note (see above). **Entry Note Shows Courtesy Accidental** With this option enabled, any accidental in the spelling of the entry pitch will be shown even if it has already been displayed on the staff line earlier in the measure (normal notating rules would not repeat the accidental, thus keeping the score uncluttered). If for example, the entry note is Bb on a staff with a key signature of F major, where all B notes are flat as standard, then no flat accidental will be shown to the left of the Bb note unless Entry Note Shows Courtesy Accidental is enabled. Once notes have been added with courtesy accidentals activated, the courtesy accidentals can be deactivated by selecting the notes and using commands from the Notes menu. Note that the Show Courtesy Accidentals option in Score Options will override any 'per note' courtesy accidental setting, and will display accidentals (as appropriate) next to **every** note.

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	See the Keyboard Shortcuts for this function.
Pitch	Raises or lowers the pitch of the entry note chromatically, or the vertical position of the entry rest. See Default Enharmonic Entry Spelling (above) for information on the enharmonic spelling of the new pitch (flat or sharp). See the Keyboard Shortcuts for this function.
Note Volume...	Opens the Entry Note Volume Dialog so you can set the default volume for the entry note (default 64). This volume will be applied to all notes added until the volume is changed once again. When notes are selected, their volume can be changed using command in the Notes menu. See the Keyboard Shortcuts for this function.

Automatic Rest Placement

In general, MidiIllustrator automatically fills all the silence in a measure with rests according to standard notations rules (completing beats with rests as necessary etc). As you add and remove notes, these virtual rests are shortened, lengthened and deleted as necessary to 'complete' the notation.

In Edit Mode, these automatically placed rests are displayed in a different color to rests which have been specifically added to the score (manually placed rests are darker, the same color as notes). As you 'firm up' automatic rests they are displayed as other manually entered notation.

Adding Notes and Rests in Multiple Voices

To assist with composing in multiple voices in a given measure, MidiIllustrator also displays a special 'virtual' type of rest where more than one voice is displayed in a given measure. Read more about Voice Guide Rests.

Context Entry

When the entry note duration at the current insertion point cannot be accommodated, MidiIllustrator will try to automatically apply a 'duration fit' for the new item given its 'entry context'. This automatic fit can apply to several contexts:

- The 'rest space' is too short for the entry note duration: When for example you have selected a whole note duration and there is only a quarter rest at the insertion point, the context duration will be set to a quarter note
- New notes added at the same time as existing notes (in the entry voice) on a staff must take the duration of the existing notes. In this case the entry duration will be set to the duration of any existing note at the insertion point in the same voice and staff.
- When inserting a note (rather than adding, see Inserting versus Adding below) if there is limited insert space, and the entry note duration is too long, it will be shortened.

In some cases, entry note qualities other than duration will prevent MidiIllustrator from selecting a duration which fits into the current context. In this case, the flashing cursor item will be displayed in faded colors, indicating that no addition or insertion is possible.

Inserting versus Adding

If it is possible to insert (rather than 'add') a new item at the cursor location in a given measure, MidiIllustrator will display insert indicator arrows both above and below the flashing entry note. Moving the cursor to the left of an existing item at any time will display the insert arrows indicating that insertion with the current entry qualities is possible.

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When a note or rest is inserted rather than added, all items (notes and rests) to the right of the entry item will be shifted further to the right to make room for the new item. When a measure contains more than one voice, notation in all voices to the right of the insert point will be shifted (rather than just notation in the entry voice).

The insert arrows are only displayed when inserting is possible.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2.2.2.2 Modify a Note, or a Selection of Notes

The Notes menu will only appear when a note has been selected. Some commands behave differently depending on the current mode and some are only available when the score is in Edit mode .

As well as appearing in the main program menu, these menu commands are usually available as a context menu when you right-click the mouse on the score.

Read more below about how the 'mode' affects Notes Commands below.

Notes Commands

Pitch	Raises or lowers the pitch of the selected note(s) chromatically. Accidentals are automatically applied for the new pitch, taking into account the current key signature. See Default Enharmonic Entry Spelling (Insert Menu) for information on the enharmonic spelling of the new pitch (flat or sharp). Octave commands raise or lower the pitch of the selected note(s) chromatically by a whole octave. See the Keyboard Shortcuts for this function.
Volume	Raises or lowers the volume of the selected note(s). **Choose Volume...** Opens the Note Volume Dialog so you can set the volume for the selected notes note (default 64). See the Keyboard Shortcuts for this function.
Change Duration	Allows you to change the duration of selected notes. The duration of the notes can be modified incrementally using the Duration: Increase/Decrease commands. If you would like MidiIllustrator to include dotted durations in the choice of increased or decreased durations, see the Include dots when incrementing duration of selection option in Editing options. Note durations can only be increased if there are no conflicting notes ahead of the note to be lengthened (see exceptions to this rule in Edit Mode, below). See the Keyboard Shortcuts for this function. **Note Duration Increases In Edit Mode** In Edit Mode, MidiIllustrator will try to shift 'conflicting' notes in a

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	given measure to the right in order to make way for note lengthening operations. Notes are only shifted when necessary, specifically: • If there is rest space to the right of a note to be lengthened, this space will be taken to accommodate the new note length. • If there is no space, or not enough space to the right of the note to be lengthened, then MidiIllustrator will check see if there is room at the end of the note's measure to accommodate the new note length. • Notes 'in the way' of the operation will be 'shifted' as far as possible into the rest space at the end of the measure, and the note will be given the desired length if possible. • MidiIllustrator uses a 'best possible' approach in duration changes. If, for example, you want to increase a quarter note to a whole note duration, but there is only room for a half note, then the half note value will be set (instead of simply failing the operation).
Shift Notes	The Shift commands can be used to move the selected notes in the following ways: • Up a staff: notes will be moved to the next **visible** staff above their current staff. • Down a staff: notes will be moved to the next **visible** staff below their current staff. • Forwards: notes will be nudged to the right by a small amount. • Backwards: notes will be nudged to the left by a small amount. In all cases note durations are unchanged. See the Keyboard Shortcuts for this function.
Synchronise Selected Notes	Allows the synchronization of selected notes by attack time, duration or both. All notes in the selection will take on the appropriate qualities of the first note in the selection (identified with a different selection color). See the Keyboard Shortcuts for this function.
Stems	Sets the stems of all selected notes to point up or down. See also Stem Direction in Voices. See the Keyboard Shortcuts for this function.
Voice	Sets all selected notes to Upper Voice, Lower Voice or Single Voice. See Voices for more information. See the Keyboard Shortcuts for this function.
Enharmonic Spelling	These commands leave the pitch of the selected notes **unchanged**, and only alters the way the notes are displayed. The various spellings which are available (depending on the particular key/pitch): • Double Sharp • Sharp • Natural • Flat • Double Flat Note that any accidental in the spelling will only be shown if it has not already been displayed on the staff line earlier in the measure (normal notating rules), or if the Show Courtesy Accidental option is enabled (see below).

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	See the Keyboard Shortcuts for this function.
Accidental	Note accidental commands will **alter** the pitch of the selected note(s). Accidentals other than courtesy accidentals can only be altered in Edit Mode . The accidentals which are available (depending on the particular key/pitch) are: • Double Sharp • Sharp • Natural • Flat • Double Flat **Show Courtesy Accidental** With this option enabled, any accidental in the spelling of the note pitch will be shown even if it has already been displayed on the staff line earlier in the measure (normal notating rules would not repeat the accidental, thus keeping the score uncluttered). If for example, the entry note is Bb on a staff with a key signature of F major, where all B notes are flat as standard, then no flat accidental will be shown to the left of the Bb note unless Show Courtesy Accidental is enabled. Note that the Show Courtesy Accidentals option in Score Options will override any 'per note' courtesy accidental setting, and will display accidentals (as appropriate) next to **every** note. See the Keyboard Shortcuts for this function.
Ties	**Disable Tying on Selected Notes (Performance Mode Only)** Allows the enabling or disabling of automatic tying on selected notes. When tying is disabled, even notes which should be tied because of their sound duration will only be displayed as a single untied note. This option is useful for simplifying the notation in some cases. **This command is no longer available once the score has entered Edit Mode** (see Editing a Song for the First Time). **Tie Notes Together (Edit Mode Only)** Ties together (or unties) contiguous selected notes of the same pitch. **To tie two or more notes:** **1.All the notes to be tied must be selected (using the mouse or keyboard)** **2.The notes must be the same pitch, voice and staff** **3.There can be no space (gaps) between them** To remove a tie, select the tied note(s) and reverse the command. Connecting notes of different pitches (creating slurs) is detailed below in Slurs. See also Keyboard Shortcuts.
Slurs	MidiIllustrator automatically manages the layout of slurs you create in the score.

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	To create a slur, select the first and last notes in the desired range. Then choose the Create Slur command. All notes of the same voice in the selected range of staves will be considered when MidiIllustrator calculates the path of the slur. Notes of other voices are ignored, allowing you to have overlapping slurs in multi-voice passages. Slurs can cross staves. If slurs cross from one system or page to another system or page, MidiIllustrator will automatically calculate the path of the slur around other notation, terminating and restarting the slur as necessary at the end/start of each system. Any number of slurs can be created from one note over another note, but only one slur can start and end between the selected starting and ending notes. The slur will be positioned above or below the range of notes depending on the optimal path. You can force the slur position to either above or below the notes using keyboard shortcuts. MidiIllustrator will try to modify slurs when you make changes to the notation however if the starting and ending notes are deleted or moved to positions where a slur cannot be drawn, the slur will be automatically deleted. To remove a slur, select the either the first or last note in the slur range and choose the Delete Slur command. Connecting notes of the same pitch (creating ties) is detailed above in Ties. See also Keyboard Shortcuts.
Finger Numbers (Manual and Automatic)	Finger numbers can be assigned to notes and chords in one of three ways: • Manually using commands in the Notes Menu or with Keyboard Shortcuts • Automatically for a selection of notes using commands in the Notes Menu or with Keyboard Shortcuts without the need to open the Fingering Analysis dialog • Automatically for the entire score, a range of staves, or a note selection using the Fingering Analysis dialog Valid finger numbers are from 1 to 5, starting with the thumb (1) on each hand through to the pink (5). To assign fingering manually to one or more notes: Select the notes to be updated, and apply the finger command 1-5. To remove any fingering, apply finger command 0. To assign fingering automatically to one or more notes: Select the notes to be updated and choose an automatic fingering command: • **Automatic Fingering** Finger numbers are assigned to selected notes in the context of their position relative to one another and relative to other notes nearby in the score • **Automatic Fingering - Ignore Unselected Surrounding Notes** Finger numbers are assigned to selected notes in the context of their position relative to one another but ignoring other notes surrounding the selection. This allows you to set fingering for a particular melody or musical idea without having other notes influence MidiIllustrator's fingering calculations. You can read more about automatic fingering analysis and how assigning finger numbers enables other MidiIllustrator features

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	such as Performing Hands.
Delete...	Read about the different ways to remove notes from the score. Essentially, the typical delete and backspace commands apply to the nearest note at the cursor position (Edit Mode) or to all notes at the cursor position (Performance Mode) when the **Shift** key is depressed when deleting. **Note that tie notes and tuplets are treated differently when deleted**. See the Keyboard Shortcuts for this function.
Reset Original Values of Note	Reverses any changes made to selected notes and returns them to their 'original' values. 'Original' refers to the qualities the note had when it was originally notated from a MIDI file, the 'raw' data.

Note Beams and Custom Beaming

Beams are handled automatically by MidiIllustrator.

Understanding How Instructions are Interpreted Depending on the Current MidiIllustrator 'Mode'

Note: This information only applies to certain versions of the program .

When you make changes to notes individually or as a group, the final result will depend on a number of factors; most importantly the current Mode.

In Performance Mode, MidiIllustrator will automatically try to present the music as clearly as possible when you edit the notation using Notes menu commands. The effect of the note editing commands is tempered by the Transcription Options of the score you are editing. For instance, if you have opted to simplify the presentation of the music by 'forcing chords' or 'preventing tie notes' then these presentation guidelines will override manual editing changes.

However, in Edit Mode, your instructions will be followed very closely by MidiIllustrator with little or no automatic 'correction' or intuitive decision making (for example, automatic selection of voice when you alter the length of a note so that it overlaps other notes).

See more about the different MidiIllustrator Modes.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2.2.2.2.1 Make Changes Quickly with Context Sensitive Menus

Several of the menus which appear in the main program menu are usually available as context menus which appear at the current mouse position when you right-click the mouse on the score, providing easier access to the commands you need most often.

In general, the commands available in the context menu are the same as the commands available in the dynamic menu entries in the main program menu which change with the state of the score.

For example: if you select a range of notes in your score, the main program menu will dynamically show the Notes Menu. Right-clicking one of the notes in the selection will also show the notes menu as a context menu at the mouse position. Some extra entries such as clipboard commands may be added to a context menu to help with common activities.

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2.2.2.3 Add Special Barlines to Control Playback of Efficient Scores

Command Location: Measures Menu

This page covers the use of the following measure/bar functions:
- Barlines
  - Special Barlines - Repeats
  - Setting the Number of Repeats
- Endings
  - Special Notes on Ending Playback

Barlines

Each measure (or bar) can have a left barline style and a right barline style. Whilst all barline types have a decorative affect on the score, some also affect the way in which the score is played back.

Left barlines can be:	Right barlines can be:
• Single • Section Open • Repeat Open	• Single • Double • Section Close • Repeat Close

In addition, right barlines of type 'Repeat Close' can have the following attribute:
- Repeat Count (the number of times a section should be repeated)

MidiIllustrator generally manages barlines for you automatically. For instance, a Section Close barline is placed at the end of the score when a MIDI file is first imported, or when measures are deleted from the score. Similarly, MidiIllustrator adds double barlines before clef changes to indicate the completion of a musical phrase. All of these settings can be overridden manually, and the style of all barlines in the score can be changed using the Measure Menu/Toolbar commands.

Special Barlines - Repeats

In addition to the decorative function of barlines (which usually instruct the reader in some way), 'Repeat Barlines' can be added to a score, and MidiIllustrator will observe these repeated section markers during playback.

Nested Repeats

MidiIllustrator supports nested repeats, which means repeat sections within repeat sections. You can think of repeat barlines in much the same way as brackets in a mathematical formula. Consider the following:

((x * 2) * 3)

The outer loop is repeated 3 times, the inner loop is repeated twice for every outer loop.

Similarly in the example below, the range **bar 1 to bar 5** is repeated 3 times, the inner loop of **bar 3** is repeated twice for every outer loop. As a result, bar 3 will be heard a total of 6 times (3 * 2).

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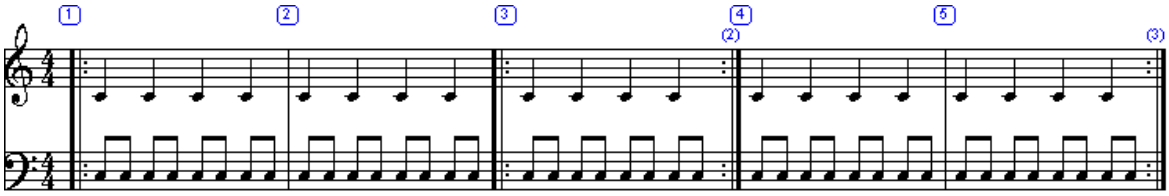


Playback and Repeats

When playing back, MidiIllustrator only considers repeats which begin **at** or **before** the playback starting position. So in the example above, if playback begins at bar 2 or even half way through bar 1, only the inner repeat section (bar 3) will actually be repeated.

In general, you should make sure that there is a Repeat Close for every Repeat Open barline. If a score contains an uneven balance of left and right repeat barlines (open and close) then MidiIllustrator will try to make the best of calculating which sections to repeat.

Setting the Number of Repeats

Set the number of times a section should repeat by placing the cursor in the measure with the Repeat Close barline (right side), and choosing "**Set Repeat Count**" from the Measures/ Barline Right Menu. The repeat count is displayed in brackets just above the Repeat Close barline, using the same font as "Measure Numbers" (see Fonts).

This count can be hidden or shown using the Show Barline Repeat Count command on the Measures Menu.

Ignoring Repeats

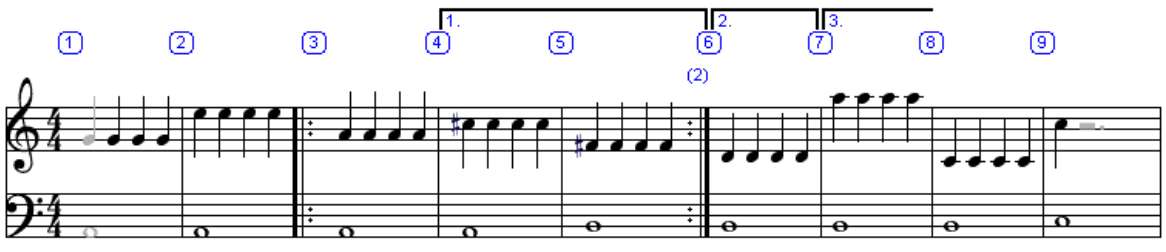
You may want MidiIllustrator to ignore repeats during playback. You can toggle this behaviour using the "Ignore Barline Repeats" command in the Perform Menu.

Endings

Endings can be used with bar repeats to create very efficient scores where only the ending of a particular passage varies from one verse to the next. In this case it is not necessary to score multiple verses in their entirety, but instead to score the common part of one or more verses only once and then add any different "endings" for each verse.

The basic method for using endings is as follows:
1. Identify the range of measures which contains a passage which is to be repeated
2. Set the **left** barline on the **first** measure in the passage to be **Repeat Open** (see barlines above)
3. Set the **right** barline on the **last** measure **including the *first verse ending* in the passage** to be **Repeat Close**
4. Set the **repeat count** on the **last** measure to the **number of verses** with different endings
5. Set the **ending** number for each measure in the ***first verse ending*** to **1**
6. If necessary, add new measures immediately after the first ending measures (and after the repeat close barline) and set the endings on these measures to **2**
7. Repeat the last step for any new endings

The following score example shows a possible ending arrangement where one passage in the score is played three times but has a different ending each time:



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In the example, the playback sequence would be:

Playback starts		Repeat sequence begins with repeat open barline (loop 1/3)	Ending 1 begins	Ending 1 ends with repeat close barline	Repeat sequence (loop 2/3)	Ending 2 begins	Repeat sequence (loop 3/3)	Ending 3 begins		
1	**2**	**3**	**4**	**5**	**3**	**6**	**3**	**7**	**8**	**9**

During playback, endings can be applied within nested repeat sequences. In this case each ending number applies to the count of the inner bar repeat sequence which hosts the ending, not to the total number of times a nested sequence is actually played. So if the outer measures in the example (1 and 9) were also marked as repeat open/close measures then the entire sequence above would simply be repeated:

1 2 [3 4 5] [3 6] [3 7] 8 9 1 2 [3 4 5] [3 6] [3 7] 8 9

Setting Endings in Power Edit Mode

In Power Edit Mode, the endings of a range of measures can be set with a single command. Select the desired range of measures and assign an ending using the "Set Ending" command (Measures Menu).

Special Notes on Ending Playback

- As stated above in the barlines section: when playing back, MidiIllustrator only considers repeats which begin **at** or **before** the playback starting position.
- Furthermore, when playback **begins** inside an ending measure, playback will continue from that point and *will not play any measures earlier than the ending measure in which playback began*. To hear a given ending played in the context of the whole score you must begin playback **from the start of the score** or **the start of the repeat loop** which hosts the ending (measure 3 in the example above).
- For the sake of simplicity, bar repeat instructions **within** endings greater than 1 will be ignored during playback; i.e. if measure 7 in the example above contained a **Repeat Close** barline then it would be ignored
- If endings are not properly formed or repeat open/close barlines are incomplete in a score then they will be ignored during playback and each measure in the score will instead be played in sequence.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2.2.2.4 Copy and Paste Notation to/from the Clipboard

Command Location: Edit Menu

Using the MidiIllustrator clipboard you can cut, copy and paste notation from one part of the score to another, or even to another score.

Keyboard Shortcuts exist for these commands.

These commands are only available in Edit Mode. All kinds of notation can be copied and pasted from one part of the score to another, or to a different score, as long both scores are in Edit Mode.

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Once items are selected, they can be cut or copied to the clipboard, and then pasted as many times as desired.

Copying/Pasting Large Ranges

For copying/pasting large selections (including multi-track selections of notes/rests), use Power Edit instead.

Cut	Cuts the current selection from the score, and places them on the clipboard ready for pasting elsewhere in the score, or in another open score.
Copy	Copies the current selection to the clipboard ready for pasting elsewhere in the score, or in another open score. **Another way to Make Copies of Complete Staves** If you wish to make a copy of one or more **complete** staves including notation, instrument, name **and** other staff properties, then try "making a copy of the selected staff" with the Staff Manager Dialog
Paste and 'Insert & Paste'	Pastes any selection previously cut or copied from the score to the clipboard. In order to protect existing score content when using the clipboard, some rules apply to where and how certain copied selections can be pasted into the score. Specifically: • In Normal Entry (Edit Mode), only note/rest selections from single tracks can be pasted from the clipboard. For multi-track operations such as this, use Power Edit instead. • Since tuplets are treated as a unit and have to kept intact, paste operations which overlap or interfere with existing tuplets are not possible. **Note:** In Power Edit Mode you can also use the **Insert & Paste** command to automatically create new measures as you paste/insert a copied range.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2.2.2.5 Edit Large Areas of Notation: Using Power Edit Mode

Command Location: Tools Menu / Edit Mode

Power Edit Mode, is one of the sub modes of Edit Mode. Power Edit allows you to quickly edit large areas of the notation, applying changes to whole measures or beats, and moving or copying multi-staff selections of notation from one part of the score to another (or to another score altogether using Copy/Cut/Paste Clipboard Functions).

- **Edit Mode**
  - **Normal Entry**
  - **Mouse Entry**
  - **Power Edit**

Selecting Ranges of the Score with Power Edit

The selection range or 'drag' range in Power Edit can be set using the keyboard arrow keys or the mouse.

With the mouse, left-click the score and drag over the measure(s)/stave(s) group you wish to work with. When the mouse is released, you can extend the selection by holding down the **Shift key**, and click/dragging elsewhere on the score (on another page if you wish). The selection will be extended to the clicked/dragged location

With the keyboard, use the arrow keys to select measure(s)/stave(s) group. You can

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extend the selection by holding down the **Shift key**, and using the arrow keys (up/down for staffs, left/right for measures).

Depending on the value you have chosen for the Select Entire Bars option, mouse and keyboard cursor command will round the selection range to the nearest whole measure, or just the nearest whole beat.

Selecting Entire Staves

In order to select an entire staff, simply click the score just to the leftmost edge of the staff (just to the left of the clef). The entire staff will be selected. The selection can be extended to more whole staves by holding down the **Shift key** and repeating the action.

Another way to Make Copies of Complete Staves: If you wish to make a copy of one or more **complete** staves including notation, instrument, name **and** other staff properties, then it will probably be faster to try "making a copy of the selected staff" with the Staff Manager Dialog

Copying vs Moving the Selection ('Control Key' held during Mouse Drag/Drop)

When you have made a selection, you can use the 'clipboard' functions to cut or copy the selection to another location in the score, or even to another score altogether (if it is also open in Edit Mode). Cut the current selection to place it on the clipboard, then if desired, select a new location in this or another score, and paste the previous selection into the score.

For fast transfer of selections from one part of the score to another, click and hold the left mouse button over the existing selection. Hold the left button down, and drag the selection to the new 'drop' location. As you move, the drop area is highlighted in a different color to individuate it from the drag selection. Only valid, compatible drop areas will be highlighted. A compatible drop area is one which has exactly the same measure structure as the drag area (ie all measure lengths as the same). Releasing the mouse button will drop the selection in its new location. Holding down the **Control key** will copy the existing selection, rather than moving it.

Replacing vs Merging with Existing Notation (Power Edit Menu Option)

Select from the Power Edit Menu either of the following paste options:

- **Paste & Replace:** When pasting or dragging, any existing content will be **overwritten** by the new content. If pasting beyond the last measure in a score, MidiIllustrator will automatically extend the score to accommodate the new content.
- **Paste & Merge**: When pasting or dragging, any existing content will, where possible, be **merged** by the new content. If pasting beyond the last measure in a score, MidiIllustrator will automatically extend the score to accommodate the new content. Where pasted content conflicts with existing content (eg conflicting voices), the existing content will take precedence and dropped/pasted content will not be added

Inserting Dragged/Copied Measures ('Alt Key' held during Mouse Drag/Drop, or 'Insert & Paste' menu command)

By default, MidiIllustrator does not create new measures for pasted or dropped selections in Power Edit mode - dropped or pasted ranges either replace or merge with existing notation.

However with the '**Insert & Paste**' command, MidiIllustrator will create new measures prior to pasting/dropping copied range, meaning that existing notation shifted forwards as the score is lengthened to make room for the new dropped/pasted content. When choosing a drop point with the mouse, holding the 'Alt' key will display the 'insert' point with arrows instead of the usual 'drop range'.

Note that for new measures to be inserted, the following criteria **must** be satisfied:

- the Select Entire Bars option must be enabled
- all dragged/copied measures must be the same length/time signature and must be the same length/time signature of the measure at the 'insert point' (the time signature of any measures created by the 'insert' action will also be the same as the time signature of the

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measure at the 'insert point').

Deleting the Selection

Using the '**delete**' or '**backspace**' key when a selection has been made will delete all notation in the range, but will leave the measure/staff structure intact. To remove whole measures/staves, see **Remove Measures.**

Using Other Functions Whilst in Power Edit

Whilst in Power Edit, certain notation functions will automatically apply to the current range selected (if any). This often makes it faster to apply changes to a particular range of measures. These functions include:

- **Clef**
- **Key Signature**
- **Transpose Notes**
- **Remove Measures**
- **Endings**

More About this Mode

Read more about the difference between Performance Mode and Layout Mode versus Edit Mode.

The different 'modes' in MidiIllustrator all have an associated 'view' which is optimized for working in that mode. Read more about Modes and Views here.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2.2.2.6 Find Out About Using Edit Mode on an Existing Song

Introduction to Modes: Performance Mode and Layout Mode versus Edit Mode

MidiIllustrator offers a broad range of functionality and therefore presents several distinct 'modes' for working with your scores. These modes allow you to work with your scores in very different ways, each mode offering a set of particular commands, whilst temporarily hiding other commands to help you focus on the task in hand. You simply switch seamlessly between modes depending on what you want to do with the program.

Performance Mode allows you to perform and interact with a song. Layout Mode is for changing score dimensions and positions, and Edit Mode is for full-scale composition. Within Edit Mode, there are three sub modes for working with your scores in different ways.

- **Modes**
  - **1. Performance Mode**
  - **2. Layout Mode**
  - **Edit Mode**
    - **3. Normal Entry**
    - **4. Mouse Entry**
    - **5. Power Edit**

The different Modes can be set using the 'Modes and Views' toolbar (shown below), with Keyboard Shortcuts, or via the Tools menu. The numbers on the toolbar correspond with the shortcut keys and the list above.

Edit Modes (buttons highlighted below in the **blue** box) are available **only** in MidiIllustrator Maestro.

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Normal Entry affords you all of MidiIllustrator's score editing functions. Mouse Entry allows these same functions, specifically allowing you to add and modify notation directly using the mouse. Power Edit allows you to quickly edit large areas of the notation, applying changes to whole measures or beats.

When you import a song, it is initially displayed in Performance Mode. During import, MidiIllustrator generates the score using its musical 'interpretation' rules and your current Score Transcription Options. You can change these options even after the score has been created and MidiIllustrator will dynamically apply the new options to the whole score.

You can make basic changes in Performance or Layout Mode, for example correcting note lengths, or changing score attributes like stave heights or key signatures. You can change the presentation of the notation, but in these modes, the raw music is generally protected so that you can 'interact' freely with the score without making unintentional changes.

MidiIllustrator continually reinterprets the notation from the original MIDI data automatically as you make changes, always trying to render the clearest and most accurate presentation of the raw musical (MIDI) data.

Editing a Song for the First Time

By contrast, in Edit Mode you have full composing power with the score - add notes, modify note pitches, durations etc.

In Edit Mode you will have complete control over composition - MidiIllustrator will settle on the current interpretation of the song's original MIDI content when editing begins.

When you begin formally editing a score for the first time by entering Edit Mode, MidiIllustrator 'locks' the current interpretation of the underlying, original MIDI performance, and hands over complete control over the score to you.

In this way, you can be sure that MidiIllustrator will no longer 'override' any future composition decisions you make.

The main areas of MidiIllustrator's automatic interpretation which no longer apply in Edit Mode are:
- Automatic application of Score Transcription Options (such as "Make the score Easier to Read") - although you can still apply "one off" conversions to the score to apply new transcription rules whenever you wish
- Automatic note durations and note attack times (and automatic chording of notes)
- Automatic voice assignment
- Automatic identification of tuplets

Note that even in Edit Mode MidiIllustrator will continue to play back sequences imported from a MIDI file as they were originally performed as long as 'Play Imported MIDI as Originally Performed' is checked (Perform Menu).

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2.2.3 Other Ways to Capture Your Music

Command Location: Tools Menu

Edit Mode is for full-scale score composition. Within Edit Mode, there are 3 sub modes for working with your scores in different ways.
- **Modes**
  - **Performance Mode**
  - **Layout Mode**
  - **Edit Mode**

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- **Normal Entry**
  - Recording a Real Time Performance
  - Note Entry via the On-Screen Piano Keyboard
  - Chord Entry via a Connected MIDI Device
- **Mouse Entry**
- **Power Edit**

In contrast to Performance Mode, in Edit Mode you have full composing power with the score; the ability to add notes, modify note pitches, durations and so forth.

When you create a **new** score, it is initially displayed in Edit Mode, Normal Entry.

Normal Entry

Normal Entry affords you all of MidiIllustrator's score editing functions. The playback cursor which is displayed in Performance Mode is replaced with a special cursor which shows the 'Entry' item; a rest or a note depending on how you have configured the Entry item. Move the cursor to the desired insert position (time and pitch) and then use the item 'Insert' commands (see Insert Menu) to add to the notation.

If it is possible to 'insert' (rather than 'add') a new item at the cursor location in a given measure, MidiIllustrator will display the insert arrows above and below the flashing entry note. In this case, items to the left of the entry item will be shifted to the right after insertion. Read more about Inserting versus Adding new items in the score.

MidiIllustrator will also try to automatically apply the correct qualities for the new item given its 'entry context'. See more information on setting the entry item qualities, and the context sensitive entry qualities of Edit Mode.

Notes and rests can be selected using the mouse or keyboard, and then the various modification functions can be applied to the selection using commands from the Notes Menu and Rests Menu.

In Normal Entry mode, powerful tools are available to help you capture your musical ideas:
- Recording a Real Time Performance
- Note Entry via the On-Screen Piano Keyboard
- Chord Entry via a Connected MIDI Device

Selection Editing

When you have made a note selection, you can use the 'clipboard' functions to cut or copy the selection to another location in the score, or even to another score altogether (if it is also open in Edit Mode).

In order to protect existing score content when using the clipboard, some rules apply to where and how certain copied selections can be pasted into the score. Specifically:
- In Normal Entry (Edit Mode), only selections from single tracks can be pasted from the clipboard. For multi-track operations such as this, use Power Edit instead.
- Since tuplets are treated as a unit and have to kept intact, paste operations which overlap or interfere with existing tuplets are not possible.

Mouse Entry

Mouse Entry allows most of the functions offered by Normal Entry, but also allows you to edit notation directly using the mouse as a note entry and modification tool.

By contrast to Normal Edit, the entry note is immediately displayed at the insertion point as the mouse cursor moves over the score. Clicking the left mouse button will add a new note or rest. The same context sensitive entry rules apply to the entry item as in Normal Edit mode.

Chord notes can be entered in Mouse Entry mode by holding the **Control** key down when entering (inserts a new chord note at the insertion point, and leaves the cursor at the current insertion point).

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Moving and Copying Notes with the Mouse - Mouse Entry and Normal Entry

In Mouse Entry mode and Normal Entry mode, individual notes can be selected and dragged, or copied to new times or pitches. Certain keys will modify the behaviour when existing notes are selected and dragged on the score. If no modifier key is selected, MidiIllustrator will monitor the drag direction and limit the dragging direction to **either** vertical **or** horizontal. This behaviour makes it easier to make notation changes accurately (override this behaviour with the **Alt** key - see below).

Using these keyboard 'modifiers' at the same time as dragging with the mouse will give different results:

Action	Keyboard Modifier	Effect
Dragging Vertically	None	Changes the pitch of the selected note to the new drag pitch.
	Control Key	Creates a copy of the existing note in the same time, at the new drag pitch.
Dragging Horizontally	None	Changes the time of the selected note to the new drag time.
	Control Key	Creates a copy of the existing note in the same pitch, at the new drag time.
Dragging Any Direction	**Alt** Key	Enables dragging both vertically and horizontally at the same time.

Moving Rests with the Mouse

Rests can be selected and repositioned vertically on the staff (if the rest type does not rely on its position relative to the staff in order to establish its identity, thus only quarter rests and shorter can be moved).

Note about Edit Mode and Printing

In order to make editing as comfortable and efficient as possible, the following features behave differently in Edit Mode:
- Empty Portions of Staves are always shown whilst in Edit Mode
- Empty measures are not compressed whilst in Edit Mode
- Rests in empty measures are not automatically centred in Edit Mode in order to make note/rest entry easier
- 'Timeline' view is temporarily deactivated in Edit Mode

For this reason, scores may not print exactly the same in Edit Mode as in Performance/ Layout Modes. Switching to Performance/Layout Mode before printing is therefore recommended for optimal printing results.

Note about Playback In Edit Mode

Normally playback continues until the end of the score is reached, regardless of whether there is still music left to play or not. In this way, lyrics and other score items are still highlighted and the metronome keeps flashing/ticking even if note playback is complete. In Edit mode, it is assumed that playback is essentially used for auditioning changes, and for this reason, playback will end automatically when the last note in the score has been played.

More About this Mode

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Read more about what happens when you first start working with an *existing* song in Edit Mode - Performance Mode and Layout Mode versus Edit Mode.

The different 'modes' in MidiIllustrator all have an associated 'view' which is optimized for working in that mode. Read more about Modes and Views here.

The Editing Palettes contain many of the key commands and settings for Edit Mode.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2.2.3.1 Note Entry Via the On Screen Piano Keyboard

Command Location: View Menu / Keyboard

This tool allows you to enter single notes or whole chords directly into your score using the On Screen Piano Keyboard.

Note entry with the on screen keyboard is possible only in Edit Mode, Normal Entry.

Notes are entered by positioning the cursor to the desired insertion point, and selecting the entry pitch from the screen keyboard using the left mouse button. When the left mouse button is released, the note is added.

Holding down the **Shift key** whilst entering notation will result in **rest** entry rather than note entry.

The duration of the note or rest added is determined by the entry item qualities, and should be set before entering a new item.

Chord notes can be added in exactly the same way as with the mouse or computer keyboard; holding the **Control key** down whilst clicking notes on the on screen piano will keep the cursor in the current time position, ready for adding another note to the current chord.

Other Ways to Enter Notes

You can also capture your musical ideas with the following tools:
- Recording a Real Time Performance
- Using Note Entry via the On-Screen Guitar Fretboard
- Chord Entry via a Connected MIDI Device
- Tapping In Rhythms with the PC Keyboard

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2.2.3.2 Note Entry Via the On Screen Guitar Fretboard

Command Location: View Menu / Fretboard

This tool allows you to enter single notes or whole chords directly into your score using the On Screen Guitar Fretboard.

Note entry with the on screen fretboard is possible only in Edit Mode, Normal Entry.

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Notes are entered by positioning the cursor to the desired insertion point, and selecting the entry pitch from the screen fretboard using the left mouse button. When the left mouse button is released, the note is added.

Holding down the **Shift key** whilst entering notation will result in **rest** entry rather than note entry.

The duration of the note or rest added is determined by the entry item qualities, and should be set before entering a new item.

Chord notes can be added in exactly the same way as with the mouse or computer keyboard; holding the **Control key** down whilst clicking notes on the on screen piano will keep the cursor in the current time position, ready for adding another note to the current chord.

Other Ways to Enter Notes

You can also capture your musical ideas with the following tools:
- Recording a Real Time Performance
- Using Note Entry via the On-Screen Piano Keyboard
- Chord Entry via a Connected MIDI Device
- Tapping In Rhythms with the PC Keyboard

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2.2.3.3 Record a Real Time Performance

Command Location: Perform Menu

The record tool allows you to capture a real time performance from a connected MIDI device. The performance is instantly converted to notation using your Recording Options rules and is added directly to your score.

Recording is possible only in Edit Mode, Normal Entry.

Before you can record to your score you must have configured a MIDI In device and ensured that you are 'listening' for MIDI In from that device.

You can configure the way in which newly recorded MIDI will be transcribed by MidiIllustrator by setting the Recording Options.

Beginning a Recording Session

When you are ready to record, position the cursor to the track and time where you would like recording to start. All new MIDI data will be added to the staff you selected before recording started. Existing data on that staff will be overwritten with the newly recorded data.

Begin recording by selecting the record command from the Perform toolbar or the Perform Menu. This will initiate playback of the score from the cursor position. Depending on your Recording Options, the metronome will sound a set of introductory beats.

The score will play as you record. Any notation on the active recording staff is muted during recording. The active recording staff is highlighted during recording (in the same way as the 'echo to' staff). If you do not wish to hear other staves as you record, mute them individually using Staff Tools or collectively using the Staff Manager.

When you have finished recording, end the recording session the same way as you began it, or by ending playback. If the end of the score is reached, recording and playback will stop automatically. If you need more recording time, Add Measures before recording.

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Do not worry about ending the recording session as soon as you have finished performing; existing data on the active staff will **only** be deleted if it is replaced with newly recorded data (ie. if you don't play any notes, the existing notation will be untouched).

Now the recording session is complete, MidiIllustrator will convert the raw recorded MIDI into notation just as if opening and transcribing an existing MIDI file, applying your Recording Options.

You can also Tap In Rhythms with just the PC keyboard whilst recording.

My Recording is Out of Sync with the Existing Notation and/or the Metronome!

Sometimes there is a delay between a musician playing a MIDI instrument and the resulting MIDI instructions reaching MidiIllustrator. This is know as MIDI device latency. If you find that recorded notes are out of sync with existing notation even though you played notes at the same time as you heard them played back, then you should experiment with values for MIDI device latency in MIDI Options. This should allow MidiIllustrator to compensate for the device delay.

Notes for Good Recording

Use the metronome! Use of the metronome whilst recording is highly recommended as the more accurate a performance is, the better it will be notated by MidiIllustrator. Try to adhere to the rhythm as far as possible.

If you are trying to get a very clean score, then try not to apply too much 'feeling' to the performance. Liberal timing will make the score harder to read when it is notated.

Experiment with Recording Transcription Options to get the best results.

Which MIDI Events are Captured When Recording?

MidiIllustrator captures all note on/off events, and all 'Controller' type events, such as sustain pedal messages.

Other Ways to Enter Notes

You can also capture your musical ideas with the following tools:
- Recording a Real Time Performance
- Using Note Entry via the On-Screen Piano Keyboard
- Chord Entry via a Connected MIDI Device
- Tapping In Rhythms with the PC Keyboard

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2.2.3.3.1 Set Your Recording Options

Command Location: Tools Menu / Program Options / Recording Options Tab

Recording options determine how MidiIllustrator transcribes live MIDI performances recorded into the program. You can also determine metronome settings for the recording session.

Choose how you would like *Recorded* MIDI converted to notation	The options for converting MIDI played in during a recording session are identical to the options available for converting MIDI files as they are opened and transcribed by MidiIllustrator (see Transcription Options).

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	It may be beneficial to apply more of the available 'simplification' rules when recording, however, as this will improve the likelihood of clean and tidy notation when interpreting 'live performance' data.
Rules for Metronome Use During Recording	In general, the recording metronome inherits the display and audio settings of the playback metronome (MIDI Options). However, the "Intro" can be different for the recording metronome. Furthermore, when selected, "Always use Metronome when Recording" will cause the Metronome to play throughout any recording session (highly recommended) regardless of the playback Metronome settings.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2.2.3.4 Chord Entry Via a Connected MIDI Device

Command Location: Tools Menu / MIDI Options / MIDI In

This tool allows you to enter single notes or whole chords directly into your score using a connected MIDI device.

Before you can add notes to your score in this way you must have configured a MIDI In device and ensured that you are 'listening' for MIDI In from that device.

Note entry with a connected MIDI device is possible only in Edit Mode, Normal Entry.

Notes are entered by positioning the cursor to the desired insertion point, and entering the desired note pitch(es) using your connected MIDI device. When **all** the notes held down on the device have been released, the chord/note is added.

Holding down the **Shift key** whilst entering notation will result in **rest** entry rather than note entry.

The duration of the note or rest added is determined by the entry item qualities, and should be set before entering a new item.

Chord notes can be added in exactly the same way as with the mouse or computer keyboard; holding the **Control key** down whilst clicking notes on the on screen piano will keep the cursor in the current time position, ready for adding another note to the current chord.

Other Ways to Enter Notes

You can also capture your musical ideas with the following tools:
- Recording a Real Time Performance
- Using Note Entry via the On-Screen Piano Keyboard
- Chord Entry via a Connected MIDI Device
- Tapping In Rhythms with the PC Keyboard

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2.2.3.5 Tapping In Rhythms with the PC Keyboard

Command Location: Perform Menu (Record Command)

This tool allows you to enter single note rhythms using the computer keyboard. You can quickly and easily capture the rhythm of a tune without having to worry about playing the right notes or assigning complex note durations individually.

No note pitches are assigned, and only durations are assigned. After you have tapped in a new rhythm sequence, you can easily assign pitches to each note using the mouse or keyboard commands.

To tap in rhythms:
1. Follow exactly the same steps as starting a recording session.
2. Once the session is underway, simply hit the "**Enter**" key at the time each new note should be created. When the key is pressed, the new note begins, and when the key is released, the new note ends.

The new notes are added to the recording staff when recording ends.

My Rhythm is Out of Sync with the Existing Notation and/or the Metronome!

If you find that when you have 'tapped in' a sequence of notes in time with the metronome that and there is a delay between your entered notes and the recorded notes as displayed, try setting a value for Playback Latency.

Other Ways to Enter Notes

You can also capture your musical ideas with the following tools:
- Recording a Real Time Performance
- Using Note Entry via the On-Screen Piano Keyboard
- Chord Entry via a Connected MIDI Device
- Tapping In Rhythms with the PC Keyboard

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2.2.4 Create a Template for Future Scores

Command Location: File Menu

Score templates contain all the foundations necessary for creating a new score in one step. You can easily create a template with your favourite properties in order to save time in the future when creating new compositions.

Templates can be created from scratch, or generated automatically from an existing score. The MidiIllustrator installation package contains some basic templates to get composers up and running.

Templates contain the following core information:
- A specific number of Staves, each containing:
  - Key Signature
  - Time Signature
  - Opening Clef
  - Staff Namings
  - Staff Instrument
- All the score attributes specified in Score Options, including (but not limited to):
  - Fonts
  - Score colors, backgrounds and textures

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- Notation Preferences (eg. measure numbers, note names etc)
  ...and so forth

Templates do not generally contain more than one measure, as the score initial score length is usually specified when generating a new score from the template.

Templates are stored with the extension *.mit, in the program 'templates' folder, usually found in the **active user 'Documents' folder**, in the *"Rallentando Software\MidiIllustrator..."* sub-folder.

Create and Save a Template from Scratch, or from the Current Score

To create a template from scratch, first create a new score with the desired attributes. Alternatively, open an existing score which would make a good template for future scores.

Then select Save As Template from the File Menu commands. This command will create a copy of the current score, and strip from it all non-template data (notes, lyrics, MIDI data etc). The template will be saved in the 'templates' folder with the name you supply.

Creating a template from an open score does not affect the open score in any way, and when the template has been created, you can continue working with the original score. The new template is now available from the New Score dialog.

The 'Default' Template

The default template is a special template which can be accessed quickly from the File Menu or the Launch Screen. The default template is a unique template saved in the 'templates' folder with the name **default.mit**. If this file does not exist, The default template functions will not work.

Any template can be set as the default template. Simply save your template with the name **default.mit** in the 'templates' folder, or generate a new default template using the Save As Default Template command, File Menu.

What else can you do with MidiIllustrator?

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2.2.5 Add/Insert Measures

Command Location: Measures Menu

The Add / Insert Measures dialog allows you to add measures to the end of the score, or insert a number of new measures before the current measure.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2.2.6 Set the Score Titles (Composer, Title, Footer etc.)

Command Location: Score Menu / Titles

Score Titles are customizable text entries in the score.

Score Titles are displayed as rich text objects so font formatting is possible using the right-

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click context menu in the edit boxes.

MidiIllustrator displays the following titles:
- **Score Title** (top of the first page)
- **Copyright** (not displayed on the score)
- **Composer** (beneath the title, right side, first page)
- **Reference** (beneath the title, left side, first page)
- **Footer** (bottom of the page, first page and all remaining pages)
- **Header** (top of the page, first page and all remaining pages)

Titles are edited using the Score Titles dialog, Score Menu.

Headers and Footers

The drop down boxes allow you to modify the header/footer style and alignment.

The default setting is Normal (i.e. the header/footer is shown but does not have a border) but this can be changed using the drop down boxes described below.

The first drop down box allows you to customise the header/footer as follows:
- None – no header/footer will be displayed
- Normal – the header/footer will not have a border
- Boxed – the header/footer will be bordered with a box
- Curve Boxed – the header/footer will be bordered with a curved box

The second drop down box allows you to set alignment.

Title text can include custom MidiIllustrator "Fields". These fields are populated automatically with the latest information when titles are displayed or printed (such as page count, file name, date etc).

Note that titles are only visible in Page view (Print Preview).

Titles can also be double-clicked with the mouse and edited directly from the score in most modes.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2.2.6.1 Add Fields to Score Titles (eg Page Numbers, Date etc.)

Command Location: Score Menu / Titles

'Fields' are special text strings which can be inserted into Score Titles.

These fields are automatically populated with the score information when titles are displayed or printed (such as page count, file name, date etc).

Fields can be added manually, or with the Insert Field Menu in the Score Titles dialog.

Fields contain no spaces, and should always be wrapped with **square brackets [** and **]**.

The available fields are:

Type	Field	Description
Titles	***[title_scoretitle]***	Substitutes the contents of the Score Title.
	[title_copyright]	Substitutes the contents of

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		the Copyright Title.
	[title_composer]	Substitutes the contents of the Composer Title.
	[title_reference]	Substitutes the contents of the Reference Title.
Page Information	***[page_number]***	Substitutes the page number.
	[page_total]	Substitutes the total page count.
Measure Information	***[bar_total]***	Substitutes the total measure count.
	[bar_firstonpage]	Substitutes the number of the first measure on the page.
	[bar_lastonpage]	Substitutes the number of the last measure on the page.
File Information	***[file_title]***	Substitutes the file title excluding the extension eg "My Song".
	[file_title_ext]	Substitutes the file title including the extension eg "My Song.mid".
	[file_path]	Substitutes the file path eg "C:\Songs\My Song.mid".
	[file_location]	Substitutes the file path eg "C:\Songs".
Time	***[time_H]***	Substitutes the current hour (24 hour clock).
	[time_h]	Substitutes the current hour (12 hour clock).
	[time_M]	Substitutes the current minute.
	[time_S]	Substitutes the current second.
	[time_format_12]	Substitutes the current time (12 hour clock).
	[time_format_24]	Substitutes the current time (24 hour clock).
Date	***[date_d]***	Substitutes the current day of the week eg "Monday".
	[date_D]	Substitutes the current day of the month eg "12".
	[date_m]	Substitutes the current month name eg "May".
	[date_M]	Substitutes the current month of the year eg "5".
	[date_Y]	Substitutes the current year.
	[date_format_YMd]	Substitutes the current date..

Note that you can reference other titles using fields. In this case, references must not be 'circular' ie if you place the Copyright field in the Composer title, then the Copyright title cannot also contain the Composer field, or an endless loop would result!

Example of Field Usage

The following text in the footer would show page numbers on each page of the score:

Page [page_number] of [page_total]

Notes about Fields

- Titles are only visible in Page view (Print Preview)
- If you apply font formatting to a field in a score title then you MUST apply the same formatting to the entire field including the square brackets, or the field will not be properly

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substituted in the score

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2.2.7 Enrich Your score with Rich Text Content including Images and Multimedia Content

Many of the items displayed in the score are rich text objects. Rich text is a range of text which can be customized with font formatting and layout commands much like the text in any word processor document like Microsoft Word. In fact, fully formatted Rich Text Format (RTF) content can be copied and pasted directly from applications like Microsoft Office into your score.

In general rich text items support the following basic RTF formatting features:
- Font formatting such as font style (e.g. **bold**, *italic*, underline, etc.)
- Hyperlinks (e.g. http://www.MidiIllustrator.com)
- Bullets and line numbering
- Paragraph alignment within the rich text item (e.g. Left, justified, etc.)
- Text colors
- and much more...

Object Linking and Embedding (**OLE**)

Furthermore, MidiIllustrator rich text items fully support Object Linking and Embedding giving you great flexibility to provide rich content such as images in your scores.

OLE is a technology that allows the linking and embedding of documents and other objects such as images and other multimedia content. For example you might embed an image or photo into the Score Title as decoration, or insert a link to a relevant external document somewhere in the notation of your score. You simply copy the content to the clipboard from another application and paste it into your score when editing a rich text item.

Typically OLE content can be quickly and easily edited in an application designed specifically to handle the OLE content format. When you begin editing the rich text item, simply double-click the OLE content and it will typically open in another application for editing. Close that application when editing is complete and the content will be automatically updated in your score.

The following MidiIllustrator rich text items can store and display rich text and OLE objects in your score:
- Lyrics
- Bookmarks
- Chord Names
- Free Text
- Expressions
- Staff Names and Instrument Names (Staff Namings)
- Score Titles

Default Fonts for Rich Text Items

All of these items are associated with a Default font **used only when creating a new rich text item**. Once a new rich text item has been created, fonts and formatting for rich text items can subsequently be changed on a per-item basis using the Formatting Toolbar or the right-click context menu in the rich text editing boxes. See also: **Applying the Default Font to All Score Items of a Particular Type**.

Warning! Inserting large OLE objects into rich text items can make your MidiIllustrator scores very large when saved, and also impair the display of the score, especially during playback.

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Formatting Toolbar

The following score items can be edited in place, the formatting toolbar will appear automatically when editing begins allowing you to change common rich text formatting features:
- Lyrics
- Bookmarks
- Chord Names
- Free Text
- Expressions

Right-click Context Menu in Rich Text Editing Boxes

The following score items are not edited in place but instead they have dedicated editing dialogs where formatting can be applied using the right-click context menu in each item's rich text editing box:
- Expressions
- Staff Names and Instrument Names (Staff Namings)
- Score Titles

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2.2.7.1 Add Moveable Text to Your Score

Command Location: Insert Menu

Free Text items are rich text objects which can be edited directly in place on the score. Font formatting is possible using the format toolbar which appears when editing a Free Text item.

Creating and Anchoring a Free Text Item

When created, a free text item must be anchored to the score in one of three ways. Depending on the anchor type, the free text item will move with the score as it changes, or stay fixed to its original location. Items can be cut, copied and pasted but their anchor type does not change.

1) **Anchored To Measure**
The item will be anchored to the intersection of the insertion time and the highest visible staff in the measure. This type of item will always be visible even if staves are hidden or measures are compressed and it will move if, for example, other measures are inserted or deleted earlier in the score. Items anchored in this way appear in all views.

2) **Anchored To Page**
The item will be anchored to the top left corner of the page on which it was created. This type of item can only be created and will only be visible on the screen in Page View/Print View and when printed because page numbers are not meaningful in Window view or Scroll View (see Window View and Page View). The page number of a page anchored item is fixed and it will not move relative to the notation as the score layout changes.

Example: If a page anchored item is inserted on page 1 of a score, and a three pages worth of new measures are inserted at the start of the score, the item will still appear on page 1 of the score.

3) **Anchored To Measure & Staff**
The item will be anchored to the intersection of the insertion time and a particular staff in the measure. This type of item will not be visible if the anchor stave is hidden and it will move if, for example, other measures are inserted or deleted earlier in the score. Items anchored in this way appear in all views.

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Note that if you wish to have your text move relative to specific notation items such as notes or rests in a given measure and/or staff, you will get better results anchoring your Free Text items to the **Measure & Staff** .

Moving Free Text Items

When selected, a link between an anchored item and its anchor is displayed using dotted lines. A single Free Text item can be selected and dragged with the mouse to a new position on the score. Its new position is always considered relative to its anchor's position. If the anchor moves, so will the item.

See also: Expressions.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2.2.8 Modify the MIDI Content in Your Song

MidiIllustrator allows you to control many of the underlying MIDI aspects of a song, and specifically manage advanced MIDI options for each staff.

- Edit staff MIDI attributes: Device, Channel, Pan, Volume, Patch, and Bank Select Method.
- Transpose individual staves to concert pitch or the staff instrument's native pitch.
- Reorder, merge, split, add and delete staves, using the Staff Manager.
- Set the Master volume and tempo for playback.
  - Store the adjusted tempo when you save a score.

What else can you do with MidiIllustrator?

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2.2.9 Add Notation Expressions which can Control Playback (e.g. Dynamics, Metronome Tempos)

Command Location: Insert Menu

Expressions are rich text objects which can be customized to suit your needs. Expressions differ from other rich text objects (such as Free Text items) as they can be associated with MIDI events which alter the performance of a piece during playback. See also Expression Menu commands.

Expressions are created using the Expression dialog and can be created and edited **only** in Edit Mode.

The Expression Dialog

With the expression dialog you can quickly choose from a range of common musical expressions from to insert directly into your score. Alternatively you can customize these preconfigured expressions or create your own. As well as decorating your score, expressions can also instruct playback changes such as tempo and volume using MIDI instructions.

Key steps to Insert an Expression:

- Insert an expression directly into the score by double-clicking an item in the **Expression List**.
- Alternatively check the **Customize Expression** checkbox and enter your own expression text. Double-clicking the **Expression List** will then insert an item into the new expression.

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- Optionally set **Playback Changes (MIDI)** values to change how or if the expression will affect playback.

Expression Anchors

When created, an expression will be automatically **anchored** to the score in one of two ways. Items can be cut, copied and pasted but their anchor type does not change.

1) **Anchored To Time & Staff**
Expressions which contain MIDI **volume** and/or **pan** instructions will always be anchored to a particular staff as well as a particular time since these MIDI instructions are staff specific. This type of item will not be visible if the anchor staff is hidden and it will move if, for example, other measures are inserted or deleted earlier in the score. Items anchored in this way appear in all views.

2) **Anchored To Time**
Expressions which contain MIDI **tempo** instructions will be anchored to the highest visible staff in the measure at the given time since tempo changes apply to the entire score. This type of item will always be visible even if staves are hidden or measures are compressed and it will move if, for example, other measures are inserted or deleted earlier in the score. Items anchored in this way appear in all views.

Moving Expressions

When selected, a link between an anchored item and its anchor is displayed using dotted lines. A single expression can be selected and dragged with the mouse to a new position on the score. Its new position is always considered relative to its anchor's position. If the anchor moves, so will the item.

Parts of the Expression Dialog	Description
Expression List	The expression list contains a range of common musical expressions including: • Dynamics • Metronome Tempos • Tempo Marks • Tempo Alterations • Mood Marks • Articulations • Miscellaneous Click a tab above the list to see the desired expression type. **Expression Fonts** Most expressions use one or two fonts; for example the MidiIllustrator font or Times New Roman. The MidiIllustrator font is typically used to display musical items such as dynamics or metronome note marks. Times New Roman is the default font used for displaying textual expressions such as Tempo Alterations and Mood Marks. The default expression text font can be changed for each score using the Fonts Tab in the Score Options Dialog. Changing this default font will update all the items in the Expression List with the new font however existing expressions in your score will not be changed. Changing the size and color of this default font will also change the size and color of all the items in the Expression List. To customize the fonts used in a particular expression, use the right-click context menu in the Expression Text edit box.
Expression Text	**Customize Expression** This text box contains the expression which will be inserted into your score.

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	Expressions are rich text objects so font formatting is possible using the right-click context menu in the edit box. You may enter any text in this field using any font, thereby creating your own expression. You can have your expression apply MIDI playback changes even if it does not explicitly contain them in the text (see below).
Playback Changes (MIDI) for this Expression	Expressions can be associated with MIDI events which alter playback performance. Specifically you can make changes to: • Tempo • Volume or Velocity of notes • Pan (the separation of the playback across the left and right stereo channels) **Anchors and MIDI Playback Changes** Tempo events associated with an expression will be applied to **all** staves in the score. Volume and Pan events associated with expression will be applied to **only** the staff to which they are anchored. **Synchronize tempo with expression text** If this option is enabled, when you update the tempo metronome values in the expression text, MidiIllustrator will attempt to synchronize the values in the tempo controls with the new text value. This synchronization is also attempted in reverse when values change in the tempo controls.

See also: Free Text.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2.2.10 Add and Remove Staves: Using the Staff Manager

Command Location: Staves Menu

The Staff Manager displays information about all the staves in the score and allows you to:
1. Change the underlying MIDI properties of each staff in the score (**MIDI Configuration Tab**)
2. Alter the staff display and playback features (**Display and Playback Tab**)

3. Assign the instrument playing hand to be used when calculating fingering and showing Performing Hands on the On Screen Piano Keyboard (**Display and Playback Tab**). MidiIllustrator will initially assign a hand to use when fingering a given staff based on an analysis of the clefs used in the staff.
4. Edit the staff namings (**Staff Namings Tab**)
5. reorder, add, copy and remove staves

The Staff Manager dialog is made up of three tabs (MIDI Configuration, Display and Playback and Staff Namings) and a Staff Display Window. The window lists each of the staves contained within the MIDI file and displays their details.

Apply/Apply Now	**The Apply button** applies all of the changes made to the staff/staves without the need to close the dialog box by hitting the OK button. E.g. If you hide a selected staff and rearrange the order of the remaining staves these changes will not be reflected on the score until you press the Apply button. If you would like your changes to be made immediately use **The Apply Now button**. When this button is used any changes made to the staves will be reflected on the score right away, without the need to click the Apply

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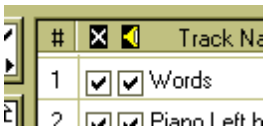
	button.

The buttons on the left-hand side of the window can be used to edit selected staves, either individually or in groups (simply hold down the shift key as you select the staves for your group).

	Opens the Staff Options menu and enables you to do the following: • Mute – all staves, none of the staves and selected staves • Visibility – show all staves, hide all staves and hide selected staves • Select – all staves and none of the staves • Columns – autosize column widths
	Allows you to move selected staves to a higher position on the score.
	Allows you to move selected staves to a lower position on the score.
	Adds a new staff.
	Deletes the selected staff.
	Makes a copy of the selected staff and inserts it as a new staff. All staff information and notation is copied to the new staff, including: • **Staff name** • **Instrument** • **Key signatures** • **Clefs** • **Notes** • **Lyrics** • **Free Text** (note that only 'measure & staff anchored' Free Text items are copied to the new staff, 'page anchored' items and 'measure anchored' items are not copied) • **Expressions** and any associated **MIDI playback changes** (note that any tempo Expressions and hidden tempo MIDI events are not copied to the new staff as tempo instructions are typically stored only in the top staff) If you wish to copy **only** the notation from one staff to another (and not the staff instrument and other properties), then you might try Selecting Entire Staves in Power Edit Mode instead.

In addition, within the Staff Display Window, the following buttons may be used to hide or to mute selected staves.



Using the check box columns marked overhead with a cross (x) and a speaker, selected staves can be hidden/shown and muted/unmuted. The first column is the hide/show function and the second the mute function.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2.2.11 Remove a Range of Measures from the Score

Command Location: Measures Menu

The Remove Measures dialog allows you to select a range of measures for deletion from the score.

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Typically, you may want to remove the empty 'lead in' measures which are sometimes found at the very beginning of the score. You may, however, also wish to reduce the size of a particular score, or simply remove sections which are not of interest to you.

Note that rather than removing measures from the score, you may find it more convenient to simply view a particular range of measures, using the Viewing a Range of Measures command.

If you only wish to remove one measure, say measure 5, simply enter '5' in both in the 'First' and 'Last' boxes of the dialog, and only that measure will be removed.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2.2.12 Select a Range of Notes using Advanced Criteria

Command Location: Edit Menu

The Advanced Note Selection Dialog allows you to make note selections in the score using many different criteria.

Selection Criteria & Selection Range

Select the selection criteria from the list on the left, and then select the Measure and Staff range that the selection should apply to. If there is a current note selection in the score, then you can choose to apply any advanced selection action to just that existing selection, rather than a measure/staff range (Checkbox: **Use current selection as range**).

Notes in hidden staves will not be selected (show or hide staves using the Staff Manager Dialog).

Once you have made a selection, you can apply commands to the selected notes using commands from the Notes Menu.

General	Select all the notes in the range, or invert any existing selection.
Pitch	Select all the notes above or below a certain pitch. A value of 60 is the MIDI pitch for Middle C. Click the "Above" or "Below" value to change it to another value between 20 and 100.
Chords	Select the various parts of a chord. A chord is a group of notes: • of identical duration • in a single timespan • in a single staff This selection criteria is useful for picking out melody or harmony notes in a chord or range of chords.
Tie Notes	Select tie notes or parts of tie note sequences.

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2.2.13 Transpose All or Part of the Score

Command Location: Measures Menu / Transpose

The Transpose dialog allows you to transpose the notes in some or all of the measures in the score. If you would like to transpose **only note sounds** as they are played, but leave notes where they are on the staff, see Transpose note sounds in the MIDI Configuration section of the Staff Manager Dialog.

Using the Transpose dialog, notes may be transposed:
- in all the measures on the score;
- from the current measure to the next key change; and
- between specific measures.

Transposing notes

There are four ways to transpose notes:
1. by using the left and right arrows on the right of the Key Signature Graphical Display and by clicking through until you find your desired key;
2. by selecting a major or minor key from the drop down boxes located below the Key Signature Graphical Display;
3. by shifting notes by a selected number of half steps either up or down towards the bottom of the dialog box; or
4. by checking the 'Transpose entire piece to key closest to C Major (minimize accidentals)' box.

Apply new key to ALL staves	Enables you to change the key on all staves in the piece rather than just the selected staff.
Apply	Allows you to experiment with new settings, applying current values to the score whilst leaving the dialog open for any future changes.
Undo Changes	Allows you to instantly undo any changes made to the score since the dialog was opened, useful for auditioning and reversing changes with the Apply button.
Do not transpose Drum notes:	MIDI Channel 10 is generally used to play a particular group of drum instruments. These drums use MIDI information in a different way to other instruments. Transposing these drums may have undesirable effects, so you can opt to leave drum notes as they are when transposing the rest of the score. If a given staff is using Channel 10 then MidiIllustrator will assume it contains drum notes. For more information see the MIDI Channels and Drum Instruments section.
Recalculate existing Chords/Guitar Frets	If the score is displaying chord names and/or guitar frets, these chord values will be automatically recalculated (based on the newly transposed notation) when the transposition is complete.

Select Current Key	Analyses the piece to determine the key it is currently in.
Transpose entire piece to key closest to C Major (minimize accidentals)	Transposes the piece to the key closest to C Major, thereby simplifying the notation as much as possible and making the piece as easy to play as possible.

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2.2.14 Restructure the Score

The Measures menu offers the following commands when the cursor is in an active part of the score:

Clef	Opens the Set Clef for Measures dialog allowing you to edit the clef in a range of measures.
Key Signature	Opens the Edit Key dialog allowing you to edit the key in a range of measures.
Time Signature	Opens the Edit Time Signature dialog allowing you to edit the time signature in a range of measures.
Starting Tempo	Opens the Tempo dialog allowing you to set the starting tempo for the score (you may add tempo MIDI events later in the score using the Expressions Dialog).
Transpose Notes	Opens the Transpose Notes dialog allowing you to transpose notes in a range of measures.
Compress Empty Measures	Make the best use of space on the screen or printed page, by choosing to show identical, empty measures as a single measure
View Measure Range	Opens the Range of Measures to Display dialog allowing you to choose the range of measures that you want displayed on the score.
Add/Insert Measures	Opens the Add Measures dialog allowing you to add measures to the score.
Remove Measures	Opens the Range of Measures to Remove dialog allowing you to select the range of measures that you want to delete from the score.
Split Measures	Splits the current measure in two (or, inserts a barline).
Join Measures	Joins the current measure to the next measure.
Show Measure Numbers	Displays/hides numbering above each measure on the score using your Score Options settings.
Choose Barlines & Endings	Opens the barline and ending selection dialog for the current measure.
Set Ending	Opens the ending dialog for the current measure.
Barline Left/ Right	Edits the barline settings for the current measure (including any special endings such as repeats)
Show Barline Repeat Count	Displays above the measure (when appropriate) the number of repeats which will be applied to a section repeat barline during playback.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2.2.14.1 Key Signatures

Command Location: Measures Menu / Key Signature

The Key dialog allows you to change the key signature:
- in all the measures on the score
- from the current measure to the next key change
- between specific measures.

Remember that only the notation is changed and that the underlying note sounds are not. If you want to change note pitches you should use the Transpose dialog.

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Clicking the drop down box will display as many keys as possible on the screen for quick selection.

Guess Key	Allows MidiIllustrator to analyse the piece and then determine the most appropriate key signature for the score, or you can choose the key yourself. There are two ways of choosing the key, either by using the left and right arrows on the right of the Key Signature Graphical Display and clicking through until you find your desired key, or by selecting a major or minor key from the drop down boxes located below the Key Signature Graphical Display.
Apply	Allows you to experiment with new settings, applying current values to the score whilst leaving the dialog open for any future changes.
Undo Changes	Allows you to instantly undo any changes made to the score since the dialog was opened, useful for auditioning and reversing changes with the Apply button.
Apply new key to all staves	Enables you to change the key on all staves in the piece rather than just the selected staff.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2.2.14.2 Time Signatures

Command Location: Measures Menu

This tool allows you to change the time signature for a range of measures in the score. MidiIllustrator can intelligently reorganize music in the score as necessary to allow time signature insertions which would otherwise upset the existing rhythmic structure of the music.

The time signature dialog allows you to change the time signature:
- for all the measures on the score
- from the current measure to the next time signature change
- between specific measures

Protecting the Existing Rhythmic Structure

Time signature changes affect the location of barlines, beats and the resulting notation (such as beaming and tying). In order to limit these effects to only the desired score range, MidiIllustrator will try to protect existing time signatures *ahead* of the rhythmic range you are editing. This is achieved by extending the score and shifting sections of the music to make room for the new rhythm range, rather than simply overwriting any existing meter values. For this reason, complex time signature changes can result in *changes to the timings* of individual notes and other notation events as measures are extended accordingly (the price of keeping existing meter intact).

Choosing a New Time Signature

To change the numerator (Number of Beats) and denominator (Beat Duration) of the time signature, click the buttons under the signature display graphic.

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Apply	Allows you to experiment with new settings, applying current values to the score whilst leaving the dialog open for any future changes.
Undo Changes	Allows you to instantly undo any changes made to the score since the dialog was opened, useful for auditioning and reversing changes with the Apply button.

MIDI Files and Time Signatures

Sometimes, MIDI files do not supply a time signature to MidiIllustrator during import (especially those recorded from a live instrument performance). In these cases MidiIllustrator automatically assigns a time signature. You can change this automatic assignment at any time with the time signature dialog.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2.2.14.3 Starting Tempo

Command Location: Measures Menu

Allows you to set the starting tempo for the score.

Note: The starting tempo is not displayed on the score. You may also add tempo marks and tempo changes (including MIDI events) later in the score using the Expressions Dialog.

Remove all hidden tempo events	An imported MIDI score may contain MIDI tempo events at any point in the score, and these are not shown on the score even though they control playback speed. Check this option to remove these hidden tempo events. This option does not remove MIDI tempo events created associated with Expressions.

MIDI Files and Tempo

Sometimes, MIDI files do not supply a time signature to MidiIllustrator during import (especially those recorded from a live instrument performance). In these cases MidiIllustrator automatically assigns a tempo. You can change this automatic assignment at any time with the tempo dialog.

Note: You can also save a score with modified master tempo.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

2.2.14.4 Clefs

Command Location: Measures Menu / Clef

MidiIllustrator automatically chooses the best clef for each stave/measure in a new score. The Clef dialog allows you to change the clef in the following ways:

- in all the measures on the score;
- from the current measure to the next clef change; and

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- between specific measures.

When you change a clef, MidiIllustrator automatically repositions notes on the stave with regard to the new pitch structure of each clef.

Clicking the drop down box will display as many clefs as possible on the screen for quick selection.

Choose from 8 clefs:
- Treble Clef
- Bass Clef
- Alto Clef
- Tenor Clef
- Octave Adjusted Treble Clef (Higher)
- Octave Adjusted Treble Clef (Lower)
- Octave Adjusted Bass Clef (Lower)
- Neutral Clef

Apply	Allows you to experiment with new settings, applying current values to the score whilst leaving the dialog open for any future changes.
Undo Changes	Allows you to instantly undo any changes made to the score since the dialog was opened, useful for auditioning and reversing changes with the Apply button.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

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3 About the Different MidiIllustrator Products

The table below shows at a glance which of the key areas of functionality are available in each product.

Throughout this documentation, features found *only* in MidiIllustrator Maestro are highlighted with the MidiIllustrator Maestro icon:

For a comprehensive list of MidiIllustrator product features, see What can you do with MidiIllustrator?. For a timeline of all MidiIllustrator product releases and updates including details about the original MidiIllustrator product, see the Version History.

MidiIllustrator Player is a free product, and includes a small part of the functionality offered by other products in the MidiIllustrator range. With MidiIllustrator Player, you can **open**, **print** and **playback** scores created with other MidiIllustrator products (.mil files). Read more about Player.

Feature	Description	MidiIllustrator Maestro	MidiIllustrator Virtuoso
	Performing: Notate, Print, Practice and Play		
Generate Attractive, Accurate and Flexible Scores from MIDI files	The same advanced 'MIDI to score' conversion engine is used in all MidiIllustrator applications to create beautiful sheet music instantly.	***Yes***	***Yes***
Hear the Music, See the Music!	MidiIllustrator brings your scores to life! See the notes light up on the staff as they are played back; the pages turn automatically.	***Yes***	***Yes***
Transform Your Scores Automatically with 1-Step Tasks	Single command score conversion tools such as 'Convert to Two Hand Piano' and 'Convert to Fake Book'. Generate Chord Names and Guitar Frets automatically. Format many Scores at once using the Task Wizard.	***Yes***	***Yes***
Custom Transcription Options	Custom presentation modes allowing you, for example, to present difficult notation in simplified form.	***Yes***	***Yes***
Reformat the Notation	Easily change the way the music is represented. Change keys, time	***Yes***	***Yes***

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	signatures, transpose notes etc. Remove notation selections or complete measure ranges.		
Performance and Learning Tools	Practice particular passages with special practice tools. Learn music 'Step by Step' without reading any notation, with the on-screen piano. Practice new rhythms with the metronome.	***Yes***	***Yes***
Modify Score Layout	Customise the dimensions and positions of score objects, such as measures, staves and lyrics.	***Yes***	***Yes***
Connect and Interact	Connect a MIDI instrument and interact with the music. MidiIllustrator knows where you are in the score and turns the pages automatically.	***Yes***	***Yes***
	Composing: Create and Edit Scores		
Composing and Editing	Create brand new scores, or edit existing scores with powerful editing tools. Enter notation quickly with the keyboard, and make precision changes with mouse editing functions.	***Yes***	***No***
Capture Your Music	Tools to quickly and easily capture your musical ideas and performances: Note entry via the on-screen piano, record a real-time performance, or enter chords using a connected MIDI instrument.	***Yes***	***No***
Context Sensitive Editing	MidiIllustrator Maestro examines the score as you work, and automatically assigns note and rest entry 'qualities' appropriate to the context.	***Yes***	***No***

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Editing tools	Quickly build scores with powerful copy/ paste functions and drag/drop operations.	***Yes***	***No***
Score Templates	Create a template with your favourite properties in order to save time in the future when creating new compositions.	***Yes***	***No***

MidiIllustrator Maestro and MidiIllustrator Virtuoso

Each MidiIllustrator product is two powerful programs wrapped into a single package. As well as generating beautiful scores from the many free MIDI files available online, all products feature music learning and performance tools as part of a broader music notation package.

MidiIllustrator Maestro builds on the score editing functionality of MidiIllustrator Virtuoso.

Beyond the 'single-step' smart notation power of the MidiIllustrator Virtuoso, MidiIllustrator Maestro brings composition to the feature list, enabling a world of musical creativity at your fingertips.

- Capture your musical ideas quickly with context sensitive notation entry.
- Compose naturally with intuitive keyboard commands and make precision changes with mouse editing functions.
- Record live performances directly into your scores.
- Create a brand new score from the ground up, or modify scores converted originally from MIDI files using powerful copy/paste functions and drag/drop operations.

With MidiIllustrator Maestro you simply switch seamlessly between editing and performance modes depending on what you want to do with the program.

One Format for All MidiIllustrator Products

The MidiIllustrator product range uses a common file format, meaning that scores created in *one* MidiIllustrator product can be opened and worked with in **all** MidiIllustrator products.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

3.2 Upgrading from MidiIllustrator Player

To buy MidiIllustrator now, please visit our website at:

http://www.MidiIllustrator.com/buy.htm

About MidiIllustrator Player and the MidiIllustrator Product Range

With MidiIllustrator Player, you can **open**, **print** and **play back** scores created with any MidiIllustrator product (.mil files). You can also change the presentation of the score to suit your needs, for example changing the notation size, or varying the score playback tempo. MidiIllustrator Player is **free** software with no usage limits or trial period restrictions.

MidiIllustrator Player contains **only a small part** of the functionality offered by other

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products in the MidiIllustrator range. If you like the features of MidiIllustrator Player then download a free trial of MidiIllustrator Virtuoso or MidiIllustrator Maestro from our website.

If you are creating or working with MidiIllustrator scores, please feel free to distribute the MidiIllustrator Player installation program among your friends, thereby allowing them to print, view or play unlimited sheet music. This is a great way to share your scores with musicians who do not yet have access to the full versions of MidiIllustrator Virtuoso or MidiIllustrator Maestro.

Read about the different MidiIllustrator products.

Distributing MidiIllustrator Player from Your Own Website

You are also welcome to host the MidiIllustrator Player installation program on your website, or link to the file directly on our website. The direct download address on our website for the MidiIllustrator Player is: http://www.MidiIllustrator.com/download/MidiIllustratorPlayerSetup.exe

Distribution of MidiIllustrator products is subject to the terms laid out in the license.txt included with each product's installation program.

How to buy MidiIllustrator

Buying MidiIllustrator is quick, simple and safe using any of the payment methods detailed below:

All MidiIllustrator products come with free technical support and free patches/updates. Existing customers also receive significant discounts on future releases and major upgrades from Rallentando Software.

Payment Methods

- **Buy securely online with a Credit/Debit Card (recommended method):** the easiest way to buy MidiIllustrator takes just a few minutes online. This method is guaranteed secure and very quick - you receive your purchase almost instantly via email!
- **Buy with PayPal:** Pay with a bank account - no credit card needed.
- **Buy over the Phone:** using our Toll-Free Phone Number.
- **Fax/Mail Orders:** Send your order to us directly.

To buy MidiIllustrator using any of these methods or for more information visit our website at:

http://www.MidiIllustrator.com/buy.htm

Alternatively, you can **contact us for more information**.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

3.3 MidiIllustrator Version History - what's new in this version

All product releases for the MidiIllustrator range are listed in the table below with details of new features and improvements.

You may also wish to read this comparison of MidiIllustrator products.

Feedback

We are constantly improving and adding new features to MidiIllustrator.

If you have any thoughts about the MidiIllustrator range, or you would like to

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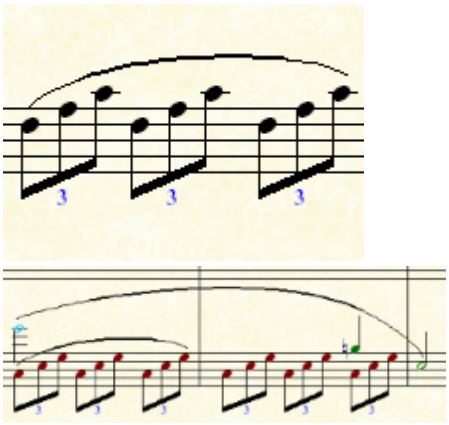
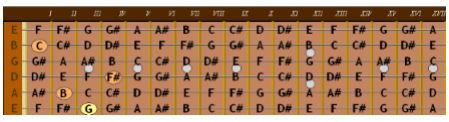
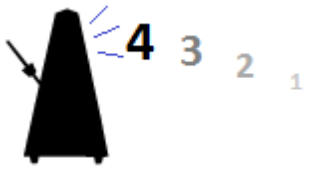
see a particular feature in the next version, please contact us.

MidiIllustrator Player Version 3.00		
New Feature	**Description**	
Free MidiIllustrator Player	Updated to support all the new features in scores created using MidiIllustrator Virtuoso and MidiIllustrator Maestro **Version 3.00**	
MidiIllustrator Virtuoso Version 3.00 - and - MidiIllustrator Maestro Version 3.00 (see Maestro only functions below)		
New Feature	**Description**	
New composing feature: Slurs	Slurs are quick and easy to add and unlike other composing software, MidiIllustrator automatically manages the path of each slur you create in the score making them easy to "set and forget" as you add and edit notation around each slur. Automatic recalculation of the slur gives you the best looking notation in the shortest time.	
On-Screen Guitar Fretboard	The On-Screen Guitar Fretboard will highlight notes and chords from the current score. It can be used as an aid to reading and playing the score allowing you to quickly and easily visualize chord shapes and fingering. The On-Screen Guitar Fretboard Colors are fully customizable and can be configured with the Fretboard Options tab in the Program Options dialog.	
Speaking Metronome	When the Speaking Metronome is enabled, the metronome will count the beats out loud using a human voice instead of the Metronome Instrument. This is especially useful when learning rhythm.	
Display Solfege Note Names	Displays Solfege names for instruments and score note names.	

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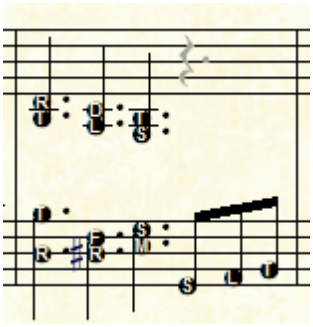
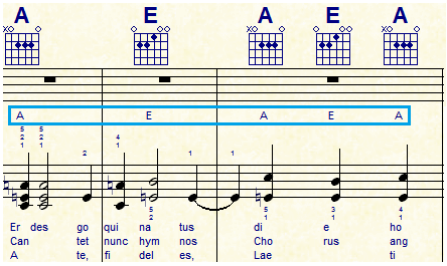
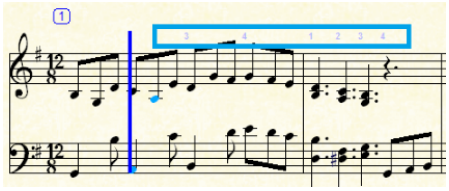
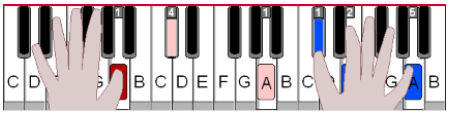
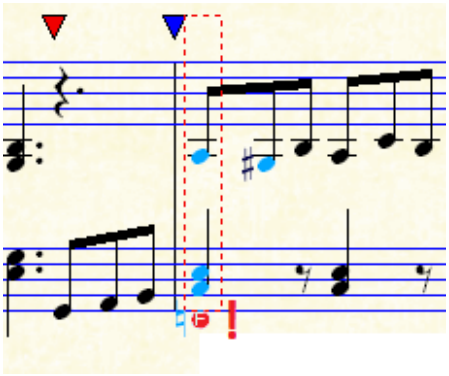
		
Copy Chord Names to Lyrics	This much requested feature will allow you to copy any chord names to the lyrics of the first staff in the score. In some cases it is desirable to show chord names beneath the staff in this way but moreover it is possible to export these new chord lyrics by saving the score as a MIDI file, as the MIDI format can store lyrics but not chord information. Other music software programs and some advanced digital keyboards can then display chords (in the lyrics) generated by MidiIllustrator, when importing a MIDI file.	
Beat Marker Numbers	A major improvement to the existing beat markers, Beat Marker Numbers are small numbers 'on the beat' above the top staff. If, for example, the time signature is 4:4, then four beat marks (or the numbers 1 to 4) will span the top of each measure. These numbers are hidden as the cursor passes them.	
Performing Hands Now Displayed in Step by Step Mode	Performing Hands can also be shown in Step by Step Mode when finger numbers have been created for the score. This can help with studying hand positions.	
Step by Step Mode Shows Incorrect Input	Step by Step mode now shows notes on the score are they are input from a device to help see mistakes and find the correct position.	
Step by Step Mode New MIDI Shortcut Keys	New MIDI Shortcut Keys for synchronizing the playback position to the current Step Position.	
Step by Step Mode New Keyboard Shortcut Keys	New Keyboard Shortcut Keys for synchronizing the playback position to the current Step Position.	

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Improved Metronome Intro/Lead-in Options	The Metronome lead-in options now includes a swift two beat intro option for playback, for recording and also for Practise Sessions at start of first playback or between loops.	
Step by Step Mode improved in Practise Sessions	If you are using Step by Step Mode in a Practise Session, when you enter the last notes in the practise range, the Step by Step entry cursor will move automatically back to the start of the practise session.	
Highlight Rests During Playback	This much demanded feature will optionally highlight rests during playback as well as notes to help with counting.	
Save/ Restore Session	You can now Save/Restore the entire last session of scores you were working on instead of just the last score when opening/ closing MidiIllustrator.	
Per Score Tempo	The "Master tempo" is now adjustable and remembered ***individually for each open score,*** allowing you to have different tempo adjustments for each open score. This tempo is also saved with the score on closing MidiIllustrator and restored with the session.	
Performance Recording New Shortcut	Alt-R now starts/stops MIDI device recording.	
Zooming Shortcuts Improved	Added standard Ctrl+, Ctrl-, Ctrl0 zoom keyboard shortcuts for better useability and standardised with Internet browsers and other applications. Original shortcuts continue to work as they did with previous versions of MidiIllustrator.	
Highlight Middle C	Middle C is now optionally highlighted on the On-Screen Piano Keyboard for easier orientation.	
Improvements	• Full compatibility with Windows 8/8.1. • Graphic display quality improvements (e.g. antialiasing of fonts). • Improved handling of custom OS DPI settings (Windows custom text size). • Rewrite of metronome light timing to address latency issues. • Printing to BMP improvements. • Improved handling of invalid note pitches during MIDI import. • Better validation of MIDI data. • Clearer metronome sounds. • Improved handling of unavailable scores accessed from recent scores list. • Increased "pre-warning" score open count to 40. • Improved cursor navigation commands (View Menu).	
MidiIllustrator Player Version 2.00		
New	**Description**	

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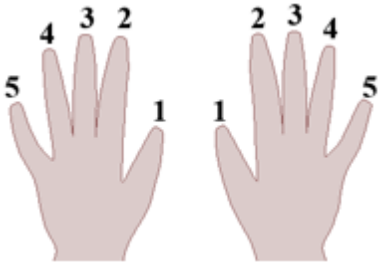
Feature		
Free MidiIllustrator Player	Updated to support all the new features in scores created using MidiIllustrator Virtuoso and MidiIllustrator Maestro **Version 2.00**	
MidiIllustrator Virtuoso Version 2.00 - and - MidiIllustrator Maestro Version 2.00 (see Maestro only functions below)		
New Feature	**Description**	
Finger Numbers and Automatic Fingering Analysis	Now you can assign finger numbers to each note either manually or in a single step with MidiIllustrator's Automatic Fingering Analysis. Fingering analysis is customizable to help you assign the right finger numbers easily and quickly for a selection of notes or the whole score. Once you have assigned finger numbers to notes several new features become available: • Finger numbers can be displayed in, alongside, above or below each note/chord in the score • Finger numbers can be displayed on each key during playback on the On-Screen Piano Keyboard • MidiIllustrator can show animated Performing Hands performing your score over the On-Screen Piano Keyboard	
Enrich your score with Rich Text Content	The following MidiIllustrator rich text items can store and display rich text and OLE objects in your score: Lyrics, Bookmarks, Chord Names, Free Text (New), Expressions (New), Staff Names and Instrument Names (Staff Namings) and Score Titles Here are just a few of the formatting features supported by the new rich text items: • Font formatting such as font style (e.g. **bold**, *italic*, underline, etc.) • Images/photos (jpeg, bitmaps etc.) • Text colors • File Attachments (even other scores!) • Hyperlinks (e.g. http://www.MidiIllustrator.com) • Paragraph Alignment (e.g. Left, Justified, etc.) • Bullets and line numbering Easily add objects such as images and other multimedia content to your score.	
Performing Hands		Performing Hands are an animation feature of the On-Screen Piano Keyboard. Performing Hands can be used both as a learning tool and when composing to see how the hands move when fingering your keyboard compositions. Alternatively you can simply enjoy watching your score performed on the keyboard by MidiIllustrator's talented hands which can perform even the most technically challenging pieces!
Expressions which	Expressions are rich text notation which can be customized to suit your needs.	

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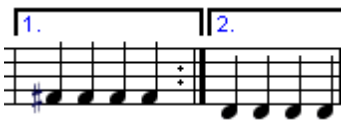
Control Playback (e.g. Dynamics, Metronome Tempos, Articulations etc.)	Expressions differ from other rich text objects (such as Free Text items) as they can be associated with MIDI events such as Tempo, Volume and Pan which alter the performance of a piece during playback. Common expressions include: • Dynamics • Metronome Tempos, Tempo Marks and Tempo Alterations • Mood Marks • Articulations	
Measure Endings		MidiIllustrator now supports endings as part of its comprehensive barline functionality. Endings can be used with bar repeats to create very efficient scores where only the ending of a particular passage varies from one verse to the next. You need only score the common part of one or more verses once and then add any different "endings" for each verse. Naturally, MidiIllustrator can observe ending behavior as well as nested repeat instructions in the score during playback.
Quick Print Parts/ Instruments /Staves	Print any combination of parts, instruments or staves in a single command, without having to modify the score at all. The new quick print dialog saves you time when printing.	
Fully Customizable On-Screen Piano Keyboard Colors	The colors used to display On-Screen Piano Keyboard can be configured with the Keyboard Options tab in the Program Options dialog. With this feature you can change the colors of various parts of the keyboard as well as the Keyboard Highlighting Colors used to show which keys are being pressed during playback.	
Score Starting Tempo	As well as saving a modified master tempo with a score, you can now set the starting tempo for any score.	
Completely New Program Interface	The entire MidiIllustrator application has been overhauled with a completely new interface providing greater layout control and improved accessibility. The new interface also supports several new color schemes (themes) and tabbed documents, as well as smart docking for toolbars and special controls such as the On-Screen Piano Keyboard and List Bar. By default, each program in the MidiIllustrator series uses a different theme.	
Context Menus	Key commands are now available as right-click context menus, providing easier access to the commands you need most often. Extended Clipboard Actions have also been added to the context menus.	
Better Printer Managemen	MidiIllustrator's new printer manager stores information about your preferred printer and also stores print setup details with each score, such as:	

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t	• Paper Orientation • Paper Size
New Ways to Show Individual Note Names	Individual note names can now be displayed along with finger numbers (new) in, alongside, above or below each note or chord in the score.
Finger Numbers Displayed on the On-Screen Piano Keyboard	Once assigned to notes in the score, finger numbers can be displayed on the top of each key during playback.
New Dynamic Tempo and Volume Controls	The Volume and Tempo toolbar has been integrated into the brand new MidiIllustrator Status Bar.
Extended Clipboard Actions	The clipboard now supports the copy and paste for lyrics, bookmarks, chords, frets, free text and expressions.
Tabbed Documents/ Scores	MidiIllustrator scores are now arranged as 'tabs' much like popular applications such as Firefox and Internet Explorer. Tabs provide easier access and management of your open scores with more than one score open at a time.
Interface Improvements	Many interfaces have been improved through redesign and new features for example: **Apply Now** buttons which update your score instantly when you make changes to dialog controls (without requiring you to close the current interface dialog) are now available on the following dialogs: • Score Options • Score Titles • Staff Manager Staff Manager also has a new layout.
New Program Options	The Program Options dialog includes new tabs: • Keyboard Options for configuring the On-Screen Piano Keyboard • Program Colors hosting reorganized color management items from the Color tab in the Score Options dialog
Extended Insertion and Item Shift functions, with Keyboard Shortcuts	Lyrics, bookmarks, chords, frets, free text and expressions can all be shifted backwards and forwards in the score using new menu commands and Keyboard Shortcuts. • When inserting "Next/Previous" items (such as Lyrics, Bookmarks etc.) optionally include measure beats as Next/Previous cursor insert locations • When shifting items such as Lyrics, Bookmarks etc. Forward or Back, optionally include measure beats as cursor insert locations
Free Text Items	Free Text Items are rich text objects which can be positioned anywhere in the score providing a great alternative to Lyrics and Bookmarks. Moreover these objects can be anchored to the measure, page or staff so that they move relative to the score as it changes.
New Metronome Light Options	• The Metronome Light now displays the beat count numerically in order to help with counting and rhythm exercises • The flashing effect of the metronome is now more configurable, allowing the display of solid colors without flashing effect

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Support for MidiIllustrator running on Linux with WINE	We have confirmed that MidiIllustrator runs on Linux using the WINE emulator.
Staff Manager, Staff Copy Functions Improved	The Copy Staff command in Staff Manager now copies Lyrics, Free text and Expressions as well as the rest of the staff notation and properties.
Hide Upper/ Lower Voice Rests	MidiIllustrator intuitively handles the display of rests in the notation. This option gives the composer greater control to optionally hide all automatically drawn upper/lower voice rests allowing for a more streamlined score.
Improved Score Layout	Better management of staff systems based on clef size and notation content means that staves are even more compact making even better use of your screen real-estate.
New Program Icons	
Fixes and Improvements	• Improvements to barline graphics, and introduced new barline toolbar buttons • It is now default behavior to print score notation colors but not to print page textures, which are now separate options • Search the help file for keywords directly from the search box in the main program menu bar • New page background textures • Extra handling of invalid key signatures in MIDI files • Accidentals no longer repeat on notes which tie from the previous measure. To show an accidental on a note tied from a previous system/page, a courtesy accidental can be used • Staff instrument names can now be edited in Staff Manager and the Staff Instrument dialogs • Re-enabled default editing option "Auto-tie off-beat notes which cross beats" • Improvements to Scroll View • Added extensions to all file names in List Bar, so the extension column does not need to be visible to identify file type • Improved splash screen dismissal behavior • Improved handling of improperly structured MIDI files which could result in some MIDI notes hanging when imported • Addressed occasional Tooltip flicker when running under Windows Vista • Updated file associations to work with Windows Vista with UAC enabled
MidiIllustrator Maestro/Virtuoso/Player Version 1.02	
New Feature	**Description**
Fixes and Improvements	• Fixed: Vista AutoSave error Details: MidiIllustrator encountered a sporadic error with default AutoSave settings when running under Microsoft Windows Vista. • Fixed: Enharmonic spelling/pitch shift error Details: Corrected an issue with enharmonic spelling and pitch shift functions where pitch change was not properly stored. • Other performance improvements
MidiIllustrator Virtuoso Version 1.01 - and - MidiIllustrator Maestro Version 1.01	

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New Feature	Description
New Score Samples	Three new complete score samples are included with each MidiIllustrator installation program. • Anitra's Dance by E Grieg • Amazing Grace by J Newton • The Entertainer by S Joplin These scores exploit some of MidiIllustrator's many scoring features and formatting options, including the use of textures, fonts, lyrics, chords and notation learning tools such as individual note naming.
Vista Compatibility	MidiIllustrator is now compatible with Microsoft Windows Vista. Several interface improvements mean that all MidiIllustrator programs run perfectly on the new Microsoft Windows operating system.
New Program Icons and Graphics	New images have been incorporated into the different MidiIllustrator products for those customers who have more than one MidiIllustrator product installed at a time. It is now much easier to associate various music file types with a given MidiIllustrator application.
	MidiIllustrator Maestro MidiIllustrator Virtuoso MidiIllustrator Player
Trial Printing	Printing is now fully enabled in the trial versions of MidiIllustrator Maestro and MidiIllustrator Virtuoso, allowing musicians to print complete scores whilst auditioning each program.
MIDI Device Volume automatically set	Some programs erroneously reduce the master volume of the "Microsoft GS Wavetable SW Synth", which is the default MIDI device used for playback on many Windows systems. If the Windows 'master' volume for this device has been set to zero, then no sound will be heard during playback of any scores which use the device. MidiIllustrator now checks to see if the Wavetable Synth is the playback device each time playback begins. If it is, and the current volume is zero, MidiIllustrator automatically increases the volume to 50%. This action simply reproduces the result you would see if you manually increased the "MIDI" or "SW Synth" volume value in the Windows Mixer dialog (also know as "the Windows volume control").
Fixes and Improvements	• Playlists: Score adding capacity increased It is now possible to add an unlimited number of scores to a playlist in a single action. The previous limit was ~300 scores at a time • Fixed: Step by Step cursor positioning reset Details: This release fixes an issue with Step by Step mode whereby cursor positioning was occasionally reset to the playback start position during note 'step' auditions whilst using the cursor keys

MidiIllustrator Player Version 1.01	
New Feature	**Description**
Free MidiIllustrator Player	With MidiIllustrator Player, you can **open**, **view**, **print** and **playback** scores created with any MidiIllustrator product (.mil files). You can also change the presentation of the score to suit your needs, for example changing the notation size, or varying the score playback tempo. **MidiIllustrator Player** is a *free* product, and includes a small part of the functionality offered by other products in the MidiIllustrator range.

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	The MidiIllustrator Player installation program can be freely distributed among musicians - this is a great way to share your scores with musicians who do not yet have access to the full versions of MidiIllustrator Virtuoso or MidiIllustrator Maestro. Read more about Player in the MidiIllustrator documentation.
MidiIllustrator Virtuoso Version 1.00 - and - MidiIllustrator Maestro Version 1.00 (see Maestro only functions below)	
New Feature	**Description**
Program Modes	To support a broad range of functionality, MidiIllustrator now has three distinct 'modes' for working with your scores in very different ways. Each mode offers a set of particular commands, whilst temporarily hiding other functions to help you focus on the task in hand. You simply switch seamlessly between modes depending on what you want to do with the program. • **Performance Mode** allows you to perform and interact with your songs. In Performance Mode you can create Practice Sessions, study specific ranges of your scores and use learning tools such as Step by Step. Most score editing functionality is hidden in this mode to allow you to focus on score viewing, listening and performing. • **Layout Mode** is for changing the dimensions and positions of score objects, such as measures, staves and lyrics. MidiIllustrator automatically formats the music layout to make good use of screen 'real estate'. However, if you wish to manage the layout for a particular measure, page or even the entire score, then in this mode you can either tweak the layout to simply tighten up the score a little, or you can make major changes to squeeze as much notation as possible onto a given page. • **Edit Mode** is for full-scale score editing and composition (see below)
Hide Traditional Staff Notation / Show Stave Timeline	MidiIllustrator can hide traditional staff notation on the score and instead show staves as a much more compact timeline. This option is very useful for producing and printing song sheets and 'fake books' which contain only song lyrics, or perhaps chords and guitar frets. You can dramatically reduce the number of pages in a score if you do not need to see any staff notation or melody lines.
Score Titles	Score Titles are customizable text entries in the score. You can apply fonts and colors of your choice. The following 'titles' are available: • Score Title • Copyright • Composer • Reference • Footer (first page and all remaining pages) • Header (first page and all remaining pages)
Title Fields	'Fields' are special text strings which can be inserted into Score Titles. Fields are automatically populated with updated score information when titles are displayed or printed (such as page count, file name, date and so forth...).
Page Textures and Score Backgrounds	Add texture and quality to your score manuscript using score textures which color the page beneath the notation. Custom score backgrounds allow you to add a personal feel to your MidiIllustrator working environment.
Launch Screen	The MidiIllustrator 'launch' screen allows you quick and easy access to the program's most common activities.

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AutoSave and Background Saving	MidiIllustrator will periodically save changes and make backups of your open scores, and can save your scores in the background so that you can continue working uninterrupted.
Store Adjusted Tempo	If you have adjusted the Master tempo of the score you are working with, you can store the new tempo with the score when you save it.
Undo/Redo more powerful and easier to use	The new undo/redo system allows a virtually *unlimited* number of commands to be undone/redone. Furthermore, MidiIllustrator now attempts to retain the *current* zoom, view and mode when undoing/redoing to a previous/future state (rather than restoring the zoom/view/mode of that *other* undo state).
List Bar	Several new features have been added to the List Bar: • Add the current (open) song to the current Playlist with a single click. • Custom List Font: The List Bar Font button allows you to set a custom font for display of all text in the List Bar. You can, for example, choose a larger font to make reading from a distance easier. • Typing into list cycles list selection to first occurrence of letter typed and displays selected entry (and so on with next letter typed). • Your preferred list-column-widths are now stored and restored for each 'tab' in the list bar. Column 'autosizing' is a new menu option. • Logged files are now managed more efficiently with automatic removal of duplicate entries. • The List Bar Tabs now fully support XP Themes. • "Windows" tab renamed to "Open Scores" for clarity.
Easier Text Object Entry and Improved Layout (Lyrics, Chords, Bookmarks)	Text entry has been redesigned such that: • Objects such as lyrics and chords can be edited with great accuracy right in the score so changes are displayed dynamically as you type. • New commands and shortcuts allow you to navigate from lyric to lyric or insert a new item with just a keystroke. • Inline text editing accepts clipboard commands like copy and paste. • Edited text can be selected with mouse drags, double-clicks and other standard 'word-processor-like' keyboard navigation commands. • All text items on the score are now better justified for easier reading and better horizontal alignment (making measure widths more efficient so that more notation can fit onto each page).
Improved Performance	MidiIllustrator Maestro and MidiIllustrator Virtuoso operate more efficiently than earlier versions, with better memory management and faster operation times especially on large editing operations.
Better MIDI Device Management for Musicians with Removable MIDI Devices and/or frequent MIDI System Changes	MidiIllustrator has a new system for remembering and restoring your MIDI IN and OUT device preferences. This means that you can swap MIDI devices (such as USB MIDI ports/adapters) in and out of your system between MidiIllustrator sessions and MidiIllustrator will still be able to play saved songs with the device they were originally configured to use, even if the Windows MIDI device configuration has changed or been reordered. MidiIllustrator will only reset to the default Windows devices when the system changes if the MidiIllustrator preferred defaults are no longer unavailable. Furthermore, a new option for setting staff/track MIDI Playback (MIDI OUT) devices allows you to keep your saved song playback devices in sync with your program devices. Simply set each staff to use the "default playback device" and whenever you change default playback device, your songs will use the latest default playback device automatically.
New Score Views	New Scroll View viewing mode is designed especially for easier editing of scores allowing you scroll horizontally through the score one measure at a time.

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New Playback Cursor Options	New cursor display option allow you to hide the cursor altogether during playback, but still have pages turned automatically.
Audition Current Measure	Plays just the current measure and then returns the cursor to the pre-playback position. Very useful if you are making "trial and error" changes to the notation.
Play Imported MIDI Notes as Originally Performed	Optionally play imported MIDI songs as they were originally performed, rather than adhering to the notated times displayed on the score (where the notation may have been 'tidied' for easier reading). This has always been the default behavior in earlier versions of MidiIllustrator.
Advanced Note Selection...	The new Advanced Note Selection Dialog allows you to make note selections in the score using many different criteria (for example selecting only the upper or lower notes in a range of chords).
Improved Navigation	A host of new navigation and selection commands allow you to move easily around the score and work with the notation. New object deletion commands have been added.
New Keyboard Shortcuts	Extensive Keyboard Shortcuts support all the key commands, including: • New cursor commands allow skipping backwards/forwards during playback. • Staff Manager staff selection
Playback Latency Configuration - Synchronizing Sounds and Screen Updates	If you find that when playing scores there is a small delay between when you ***hear*** notes and when you ***see*** them highlighted on the score, or if the cursor appears to move just before the beat, then you can use this feature to correct for any MIDI Out device "latency" and synchronize the sound and screen events.
MIDI In Latency Configuration	Customize MidiIllustrator to work with any MIDI device latency you experience with your MIDI system setup.

Editing Options	A new group of options allows you to configure your editing environment, including:
	• **Chords:**
	  ○ Auto-Correct manually entered chord names
	  ○ Auto-Add frets to manually entered chords
	• **Selection:**
	  ○ Include dots when incrementing duration of selection
	• **Sounds:**
	  ○ Audition chord when note clicked with mouse
	  ○ Audition cursor insertion pitch
	  ○ Audition note insertions and clipboard paste
	  ○ Audition changes to existing notation
	• **Notation:**
	  ○ Auto-tie off-beat notes which cross beats

Auto-Correct Manually Entered Chord Names	MidiIllustrator can automatically make corrections to common spelling and format errors in chord names.
Auto-Add Frets to Manually	When manually editing chord names, the corresponding fret for the modified chord name will be automatically added/updated when chord name editing completes.

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Entered Chords	
Barline Dialog and Repeat Display	The barline dialog has replaced the barline toolbar commands. Repeat count on repeat sections can now be shown or hidden.
Improved User Interface	New **Time Signature**, **Clef**, **Key**, and **Transpose Dialogs** for faster, easier changes. **Previewing changes** is now easier with the "Undo Changes" dialog button which immediately removes any changes to the score made using the "Apply" button, without having to close the dialog and hit "Undo". Furthermore, many dialogs now **remember how they were 'last used'** so that common tasks are easier to perform as dialog options are automatically configured when the dialog is opened. Time Signature Dialog new features: • A comprehensive set of options to add and modify existing meter values. • MidiIllustrator can intelligently reorganize music in the score as necessary to allow time signature insertions which would otherwise upset the existing rhythmic structure of the music. Transpose Dialog new features: • Easier to use with numbered steps, now with quick "Octave Up/ Down" buttons. • Existing Chords/Guitar Frets automatically recalculated (based on the newly transposed notation) when the transposition is complete. Clef and Key Dialogs: • New key and clef selection controls for faster score changes.
Import Options	New options to control how MidiIllustrator manages MIDI tracks (staves) during import or editing.
Playback Options	Playback Options are now program specific and no longer score specific.
New Horizontal Scroll Bar	New Horizontal scrollbar allows horizontal scrolling in Page View (as well as page number changing in Window View).
Menus and Toolbars	Menus and Toolbars have been reorganized to allow easier orientation of the program. All the commands from previous versions of MidiIllustrator are still available but some have relocated to new menus/toolbars/screen positions (for example, the 'Setup' menu is now the 'Tools' menu!).
MidiIllustrator Maestro Version 1.00 ONLY	
New Feature	**Description**
Composing and Editing with Edit Mode	Beyond the 'single-step' smart notation power of MidiIllustrator Virtuoso, MidiIllustrator Maestro introduces a suite of composition commands: • Capture your musical ideas quickly with context sensitive notation entry. Add or insert new notation. • Compose naturally with intuitive keyboard commands (**Normal Entry**) and make precision changes with mouse editing functions (**Mouse**

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	Entry). • Record live performances directly into your scores. • Create a brand new score from the ground up, or modify scores converted originally from MIDI files using powerful copy/paste functions and drag/drop operations.
Power Edit Mode	Power Edit Mode allows you to quickly edit large areas of the notation, applying changes to whole measures or beats, and moving or copying multi-staff selections of notation from one part of the score to another with drag/drop operations (or to another score altogether using Copy/ Cut/Paste Clipboard Functions).
Score Templates and the quick start Default Score Template	Score templates contain all the foundations necessary for creating a new score in one step. You can easily create a template with your favorite properties in order to save time in the future when creating new compositions. The MidiIllustrator installation package contains some basic templates to get composers up and running.
Record Your Performanc e	The record tool allows you to capture a real time performance from a connected MIDI device. The performance is instantly converted to notation using your Recording Options rules and is added directly to your score.
Note Entry via the On-Screen Piano Keyboard	This tool allows you to enter single notes or whole chords directly into your score using the On Screen Piano Keyboard.
Chord Entry via a Connected MIDI Device	Enter single notes or whole chords directly into your score using a connected MIDI device.
Tap In Rhythms with the PC Keyboard	This tool allows you to enter single note rhythms into your scores using the computer keyboard. You can quickly and easily capture the rhythm of a tune without having to worry about playing the right notes or assigning complex note durations individually.
Copy/Cut/ Paste Clipboard Functions	Use the MidiIllustrator clipboard to cut, copy and paste notation from one part of the score to another, or even to another score.
Copy Complete Staves	Make identical copies of the selected staff (including staff name, instrument, MIDI properties etc).
New Entry Item Toolbar	The Entry Item toolbar forms part of the Editing Palettes and is for setting note and rest entry qualities.
Recording Options	Recording options determine how MidiIllustrator transcribes live MIDI performances recorded into the program. You can also determine metronome settings for the recording session.
Accidentals, Enharmonic Spelling and Individual Courtesy Accidentals	Note accidentals as well as enharmonic spellings can be set for each note, and individual courtesy accidentals can be chosen (as well as the global 'Show Courtesy Accidentals' option of earlier versions of MidiIllustrator). Courtesy accidentals are now bracketed for clarity.
Tuplet Note Entry	MidiIllustrator has always identified tuplets accurately when generating scores from MIDI files. MidiIllustrator Maestro also supports the entry of several tuplet types.
Voice Guide	In general, MidiIllustrator automatically fills all the silence in a measure

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Rests	with rests. Virtual voice 'guide' rests are shown to facilitate multi-voice note entry.
MidiIllustrator Version 2.01	
	• Improved third party PDF (portable document format) support. Improved List Bar Playlist functions for handling scores not saved in a 'playlist ready' state. • Fixed: Font redraw quality. Details: Some notation was not redrawn correctly when Advance Page Turn was deactivated, causing periodic 'blurring' of notation until screen redrawn. • Fixed: Bookmark reference updates on Practice Sessions. Details: Practice sessions containing bookmark ranges were not properly reset when measures containing bookmarks were removed. • Fixed: Pitch wheel event order incorrect. Details: Some events processed in wrong order resulting in incorrect application of subsequent note pitches. • Fixed: Hidden tracks being selected causing "Step by Step" mode problems. Details: Tracks could still be selected when hidden causing cursor to vanish temporarily. • Fixed: Measure contents deletion error. Details: Notes crossing deleted measure range were not completely deleted with measure range removal • Fixed: MIDI Notes Off command not sent at correct time. Details: 'All Notes Off' MIDI command sent too soon after MIDI stream completed, causing notes to continue sounding after playback ended on some external MIDI devices.\ • Minor bug fixes to score layout • Updated MidiIllustrator Setup Installer. • Updated product documentation.
MidiIllustrator Version 2.00	
New Feature	**Description**
List Bar	The List Bar contains four powerful tools for managing and working with your music, including: • **Playlists** – full featured song jukebox! Create a list of songs and MidiIllustrator will open, show and play each in turn. • **Browser** – Access your music quickly with this on-screen song folder viewer. • **Score Log** – Keep staff of your score viewings and practice sessions.
Smart Page Scrolling	MidiIllustrator can turn the pages of the score using special graphical effects to *scroll*, *split* and *fade* the screen as the music is played out, showing both the current passage *and* the next passage (from the next page) at the same time. You need never take your eyes off the score when reading ahead; better than sheet music!
Full Screen	See more of the score in Full Screen Mode! Maximize the use of your screen and fill it with the score - and nothing else.
"Listening" Step by Step Input Analysis	The new "**Jump to User Input**" option enables MidiIllustrator to closely monitor your input from a connected MIDI Instrument. When you move around from one passage to another whilst playing a piece, MidiIllustrator will automatically move the Step by Step cursor to the new input position. Furthermore, you can play through mistakes, and MidiIllustrator will still know the exact position you are reading and playing from, and will automatically show that part of the score, turning the pages as necessary.
6 New Clefs	MidiIllustrator now supports the following clefs:

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	• Treble Clef • Bass Clef • Alto Clef • Tenor Clef • Octave Adjusted Treble Clef (Higher) • Octave Adjusted Treble Clef (Lower) • Octave Adjusted Bass Clef (Lower) • Neutral Clef
Edit the Time Signature	Intelligent time signature editing allows you to make changes to the underlying time signature of the score without accidentally distorting the score layout.
Editable Barlines including Repeat sections	Decorate your score with many different barline styles, including nested repeat sections which can be applied by MidiIllustrator during playback.
Print Scores to Image Files	Print your scores to bitmaps and share them with others, or open them in other applications.
Split Measures	Allows you to split the current measure in two (or, insert a barline).
Join Measures	Allows you to instantly join the current measure to the next measure.
New Toolbars: Editing Palettes	Context sensitive toolbars: only those editing toolbars which are useful at a particular time are shown, leaving room for more of the score to be shown on the screen.
MIDI Instrument Routing	Create powerful rules stating which MIDI playback device and channel you would like to use for the different instruments in your songs. Routings are applied automatically when you open a song, saving you time.
MIDI Shortcut Keys	Access many of MidiIllustrator's functions quickly and easily using your connected MIDI instrument (such as a MIDI keyboard) as a 'remote control'.
Print Options	New printing options: • Print odd or even pages • Print just the current page • Collate copies enabled
Adjustable Step by Step Playback Position	As of version 2.0, you can now set a different playback starting position when you want MidiIllustrator to accompany you during Step by Step Mode.
Improvements to Tasks: Convert Score to 'Two Hand Piano'	This popular task has been improved to automatically handle drum staves and non-piano instrument staves. The new **Tasks Options** tab in Program options allows you to configure task behavior for better task results.
New Interface Optimized for Windows XP	New toolbar buttons and improved interface layout in version 2! The latest version of MidiIllustrator also supports Windows XP Themes (for those running MidiIllustrator on Windows XP), integrating MidiIllustrator fully with the look and feel of the XP environment.
Individual	MidiIllustrator version 2.0 introduces a new way to show the name of

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Note Names	each note on the score. You can now choose to have the note name placed **inside** the note instead of to the left. Under different circumstances (such as printing vs. window view), one layout may be easier to read than the other.
Show Individual Note Accidentals	You can choose to have the signature repeated for each and every note on the score, making it much easier to remember to sharpen or flatten a particular note when performing a piece.
Full Support for Foreign Language Characters	MidiIllustrator can now display lyrics and other text in all languages, including special characters and accents.
Backwards Compatibility	MidiIllustrator version 2.0 is completely compatible with earlier versions of MidiIllustrator and can seamlessly open, edit and save scores generated in MidiIllustrator version 1.xx.
Show all staves Command	Shows all staves instantly (even empty ones).
Hide Empty Staves	Hides all empty staves instantly.
MidiIllustrator Version 1.02	
	• Improved MIDI playback performance and application startup time. • Fixed "Step by Step Note Sounds" problem Details: Application could occasionally hang when cursor movement triggered playback of groups of "Step" notes in Step by Step mode. • Fixed missing updates when Status Bar hidden. Details: When Status Bar hidden, updates were not made to context Menus (Insert, Notes etc) reflecting any current item selection. Also Status Bar and Menus not always redrawing properly when Status Bar toggled on/off. • Updated product documentation. • Updated MidiIllustrator Setup Installer.
MidiIllustrator Version 1.01	
	• Fixed conflict between Metronome and drum tracks. Details: Muting channel 10 tracks also muting Metronome when both are using MIDI channel 10 for playback. • Fixed problem with Explorer file associations (registered version only). Details: Double-clicked MIDI files not always opening unless MidiIllustrator already running. • Fixed MIDI playback error incurred on some PCs during practice session playback loops. Details: Application could occasionally hang between finishing one playback loop and beginning another. • Fixed empty MIDI track overload during import. Details: Some MIDI files containing many empty tracks causing overload during rest creation phase of import. Excessive empty tracks now dropped during import. • Fixed some Windows ME/98 compatibility issues. • Fixed other minor bugs, including some tie note editing errors and track tools functionality. • Updated product documentation. • Updated MidiIllustrator Setup Installer.
MidiIllustrator Version 1.00	
First public release.	

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5 Command Reference (Menus)

The following menus and commands are available (depending on the current mode and context):

- File menu
- Edit menu
- View menu
- Score menu
- Staves menu
- Measures menu
- Insert menu
- Notes menu
- Lyrics menu
- Bookmarks menu
- Chord Names menu
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- Tools menu
- Window menu
- Help menu

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5.1 File menu

The File menu offers the following commands:

Launch Screen	Opens the MidiIllustrator 'launch' dialog which allows you quick and easy access to the program's most common activities.
Open	Opens files of the following formats *.mil, *.midi and *.kar. Also allows you to navigate quickly to your favourite file locations. For more information on opening files and creating scores see Opening and Viewing MIDI Files.
New Score	Opens the 'new score' dialog allowing you to create a new score from a template, or from scratch.
New Default Score	Creates a new score using the 'default' score template.
Save	Saves an open score using the same file name. Also allows you to navigate quickly to your favourite file locations.
Save As	Saves an open score to a specified file name, and allows you to save the score with an adjusted Master tempo. Also allows you to navigate quickly to your favourite file

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	locations.
Save As Template	Saves a copy of the current score in a special template format, so that you can create new scores using the current score as a starting 'model'. The current score is not changed in any way by this action.
Save As Default Template	Saves a copy of the current score as the default template. The current score is not changed in any way by this action.
Save As Special...	**Quantize MIDI Files as Notated** If you are saving a file in MIDI format and this box is checked, MidiIllustrator will set the timing of each note in the score to its exact notated value, overriding the original value for that note. Remember that MidiIllustrator does not alter the underlying MIDI performance of an imported MIDI file. When you play back a MIDI file you hear the original imported MIDI sequence, even though the notation may have been reorganised for enhanced presentation. This rule applies to saving files too. The note timings in the saved files will always be the same as the values in the original MIDI file **unless** you use this option to force the MIDI layout to mimic exactly the notation you see on the screen. **Store Adjusted Tempo** *Please note that from version 3 of MidiIllustrator, the overriding "Master tempo" is automatically stored for each score when it is saved which is a simpler way to restore the "working" tempo for your scores than using the steps below.* If you have adjusted the Master tempo of the score you are working with, and would like that tempo to be stored with the score when you save it, save the score using "Save As" from the File Menu and specify this option. When the score is reopened in the future, the "100%" score Master tempo will equivalent to the effective tempo at the time the score was saved.
Close	Closes an open score.
Close All	Closes all open scores.
Revert to Saved	Closes an open score without saving changes made, and reopens the last saved copy. All changes since you last saved the score will be lost.
Print	Prints the current score.
Quick Print Parts/Instruments/Staves	In order to print certain parts/instruments/ staves in a single step, use the quick print facility.
Print Preview	Print Preview is the same as Page View. Displays the score on the screen as it will appear when printed.

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Printing Options	Allows you to choose print formatting options such as paper size and orientation, margins and layout.
Exit	Exits MidiIllustrator.

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5.1.1 File Open/Save command

As well as offering the standard Windows functionality for managing your files, MidiIllustrator includes some further options for navigating to your favorite file locations. As MIDI file collections grow it can become harder to track down particular files quickly. MidiIllustrator allows you to store a list of favorite folders, and jump quickly to those folders with the click of a button.

This File's Dir.	This button only appears when you have one or more scores open on the screen. When clicked the folder of the currently active score will open. This button is disabled when the current folder is the same as the folder of the currently active score.
+ Favorite	Adds the folder shown in the Current Dir window to your list of favorites (if it does not already exist).
- Favorite	Removes the favorite displayed in the Current Dir window. Note: this does **not** physically remove the folder, only the shortcut is removed.
Set this folder as the default location for song files	When checked, MidiIllustrator will store a reference to the current folder. The **first time** you use the File/Save dialog (each time you run MidiIllustrator) the dialog will move to this folder. You can also set this value in the Program Options folders section.
Quantize MIDI Files as Notated	If you are saving a file in MIDI format and this box is checked, MidiIllustrator will set the timing of each note in the score to its exact notated value, overriding the original value for that note. Remember that MidiIllustrator does not alter the underlying MIDI performance of an imported MIDI file. When you play back a MIDI file you hear the original imported MIDI sequence, even though the notation may have been reorganised for enhanced presentation. This rule applies to saving files too. The note timings in the saved files will always be the same as the values in the original MIDI file **unless** you use this option to force the MIDI layout to mimic exactly the notation you see on the screen.
Store Adjusted Tempo	If you have adjusted the Master tempo of the score you are working with, and would like that tempo to be stored with the score when you save it, save the score using "Save As" from the File Menu and specify this option. When the score is reopened in the future,

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	the "100%" score Master tempo will equivalent to the effective tempo at the time the score was saved.
Current Folder	Shows the full name of the current folder, ready for adding to favorite file locations.
Favorites	Favorites contains a list of all your favorite folders. When a favorite is selected from the drop down box that folder is opened immediately. Click the arrow buttons to the right of the drop down box in order to navigate quickly to the next/previous entries in the list.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.1.2 Launch Screen

Command Location: File Menu

The MidiIllustrator 'launch' screen allows you quick and easy access to the program's most common activities.

The activities are split into the two fundamental groups of MidiIllustrator functionality; Performing and Composing .

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.1.3 New Score

Command Location: File Menu

New scores can be created in several different ways.
- Create a new score from scratch with the 'New Score' dialog, specifying score criteria in a few simple steps.
- Generate a new score using an existing score template, selected from the 'New Score' dialog.
- Generate a new score instantly using the 'Default' score template, from the File Menu commands.

New scores always open up in Edit Mode, Normal Entry, ready for editing.

Create a New Score From Scratch

Open the 'New Score' dialog from the File Menu, or the Launch Screen.

From the 'Score Type' tab, select 'New Score', and the number of staves. You can specify the instruments for these staves later, using the Staff Manager Dialog. At the bottom of the dialog, select the number of measures you want to see in the score initially (default 30).

If you want to specify the Time Signature, Key Signature and Tempo, select each tab as appropriate, and enter the desired value.

When you have specified the score settings, hit OK to create your score.

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When the score has been created, you are ready to start composing right away.

Generate a New Score Using an Existing Score Template

Score templates contain all the foundations for a new score. Read more about creating new templates.

Open the 'New Score' dialog from the File Menu, or the Launch Screen.

From the 'Score Type' tab, select 'New Score from Template', and choose a template from the list available below. At the bottom of the dialog, select the number of measures you want to see in the score initially (default 30).

Note that the Time Signature, Key Signature and Tempo tabs are hidden as these characteristics are all determined by the template.

Hit OK to create your score.

Generate a New Score Using the 'Default' Score Template

Read more about the 'default' template.

To generate a score using the 'default' template, choose New Default Score from the File Menu commands. A score with the default 30 measures will be created based on the default template.

Alternatively, open the 'New Score' dialog from the File Menu, or the Launch Screen.

Select 'New Score from Template', and choose the 'default' template from the template list. At the bottom of the dialog, select the number of measures you want to see in the score initially (default 30).

Note that the Time Signature, Key Signature and Tempo tabs are hidden as these characteristics are all determined by the template.

Hit OK to create your score.

Start Composing

As soon as your new score is created, you can start to capture your music...

What else can you do with MidiIllustrator?

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.1.4 Score Templates

Command Location: File Menu

Score templates contain all the foundations necessary for creating a new score in one step. You can easily create a template with your favourite properties in order to save time in the future when creating new compositions.

Templates can be created from scratch, or generated automatically from an existing score. The MidiIllustrator installation package contains some basic templates to get composers up and running.

Templates contain the following core information:
- A specific number of Staves, each containing:

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  - Key Signature
  - Time Signature
  - Opening Clef
  - Staff Namings
  - Staff Instrument
- All the score attributes specified in Score Options, including (but not limited to):
  - Fonts
  - Score colors, backgrounds and textures
  - Notation Preferences (eg. measure numbers, note names etc)
    ...and so forth

Templates do not generally contain more than one measure, as the score initial score length is usually specified when generating a new score from the template.

Templates are stored with the extension *.mit, in the program 'templates' folder, usually found in the **active user 'Documents' folder**, in the *"Rallentando Software\MidiIllustrator..."* sub-folder.

Create and Save a Template from Scratch, or from the Current Score

To create a template from scratch, first create a new score with the desired attributes. Alternatively, open an existing score which would make a good template for future scores.

Then select Save As Template from the File Menu commands. This command will create a copy of the current score, and strip from it all non-template data (notes, lyrics, MIDI data etc). The template will be saved in the 'templates' folder with the name you supply.

Creating a template from an open score does not affect the open score in any way, and when the template has been created, you can continue working with the original score. The new template is now available from the New Score dialog.

The 'Default' Template

The default template is a special template which can be accessed quickly from the File Menu or the Launch Screen. The default template is a unique template saved in the 'templates' folder with the name **default.mit**. If this file does not exist, The default template functions will not work.

Any template can be set as the default template. Simply save your template with the name **default.mit** in the 'templates' folder, or generate a new default template using the Save As Default Template command, File Menu.

What else can you do with MidiIllustrator?

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.1.5 File Print Command

Command Location: File Menu

This command presents a Print dialog box, where you may specify the range of pages to be printed, the number of copies, the destination printer, and other printer setup options.

If you would like to print a specific range of measures, then you should use the View Measure Range dialog before printing.

In order to print only certain parts/instruments/staves, use the quick print facility.

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Shortcuts

Keys: CTRL+P

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.1.6 Quick Print Parts/Instruments/Staves

Command Location: File Menu

To save time when you wish to print only certain parts/instruments/staves in the score, the quick print facility is a speedy alternative to using Staff Manager and other tools to format the score in order to print each part.

To use the quick print dialog, simply select the staves you would like to print from the list (staves which are currently shown on the score will be automatically selected). Hold down the CONTROL key to select multiple staves.

You can toggle the printing of:
- Measure Numbers

and the printing of the following items if the current score contains them:
- Bookmarks
- Chord Names
- Guitar Frets
- Free Text
- Expressions

For printing of more advanced arrangements, see Staff Manager and/or the "Create Lead Sheets and Fake Books" options on the Tools Menu.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.1.7 Printing and Saving Score Bitmap Images

Command Location: File Menu

The following options allow you to specify how the document should be printed or alternatively saved as a series of bitmap images.

You can also use third party products alongside MidiIllustrator to generate portable versions of your MidiIllustrator scores. Read about Creating and Printing Scores to Postscript Printers and PDF (Adobe Portable Document Format™).

Printer	This is the active printer and printer connection. Choose the Setup option to change the printer and printer connection.
Setup	Displays a Print Setup dialog box, so you can select a printer and printer connection.
Print Range	Specify the pages you want to print: **Print Range** • **All -** Prints the entire document

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	• **Current Page** - Current page only • **Selection** - Prints the currently selected text • **Pages** - Prints the range of pages you specify in the 'From' and 'To' boxes **Print:** • All Pages in Range • Odd Pages • Even Pages
Copies	Specify the number of copies you want to print for the above page range.
Collate Copies	Prints copies in page number order, instead of separated multiple copies of each page.
Print Quality	Select the quality of the printing. Generally, lower quality printing takes less time to produce.
Output To...	With this feature, you can save images of each page of the score and share them with other musicians. **Output to**: • **Printer** – default, simply prints the score on a printer as normal • **Bitmaps 256 Color** – Create and save an image of each page of the score as a 256 color bitmap. Files will be larger than 16 color bitmaps. • **Bitmaps 16 Color** – Create and save an image of each page of the score as a 16 color bitmap. Files will be smaller than 256 color bitmaps. **Saving Score Images** • **Compress Bitmaps** – images saved with this feature will be smaller than their uncompressed counterparts. • **Bitmap Format** – Choose to size the images so they can be easily fitted onto a "screen" view (smaller) or a much higher definition "printer" resolution suitable for sending to a printer at a later stage. Printer size images will take up more storage space but produce better quality prints. In all cases, a separate bitmap file is created for each page of the score (using the current print layout settings) and score images are stored in the same disk location as the current score. Print Preview (Page View) will give a good idea of how the score will look when saved to bitmap files.

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5.1.8 Creating and Printing Scores to Postscript Printers and PDF (Adobe Acrobat)

Command Location: File Menu / Print

Using third party products alongside MidiIllustrator, you can generate portable versions of your MidiIllustrator scores which can be shared with friends and other musicians. You can generate both Adobe PDF files (Portable Document Format) and PostScript files using the "Print to File" option in the Print dialog.

MidiIllustrator score printing has been shown to be compatible with the following products:

- Adobe Acrobat PDFwriter
  http://www.Adobe.com
- Adobe Distiller
  http://www.Adobe.com
- PDFCreator **(free)**
  http://sourceforge.net/projects/pdfcreator/
- Ghostscript **(free)**
  http://www.Ghostscript.com
- pdf995 **(free)**
  http://www.pdf995.com/

Unfortunately we cannot provide any support for these products, and you should contact the respective developers in each case with any questions you may have. The product names shown here are trade marks of their respective owners.

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5.1.9 Print Preview

Command Location: File Menu -OR- View Menu

This is the same as choosing Page View from the View Menu.

Use this command to display the active document as it will appear when printed. When you choose this command, the main window will be replaced with a print preview window in which a single page of the document will be displayed in its printed format. You can navigate Page View in the same way as Window View.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.1.10 Print Setup command

Command Location: File Menu

Use this command to select a printer and a printer connection. This command presents a Print Setup dialog box, where you specify the printer and its connection.

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5.1.10.1 Print Setup Dialog

Command Location: File Menu

The following options allow you to select the destination printer and its connection.

Printer	Select the printer you want to use. Choose the Default Printer, or choose the Specific Printer option, and select one of the currently installed printers shown in the box. You install printers and configure ports using the Windows Control Panel.
Orientation	Choose Portrait or Landscape.
Paper Size	Select the size of paper that the document is to be printed on.
Paper Source	Some printers offer multiple trays for different paper sources. Specify the tray here.
Options	Displays a dialog box where you can make additional choices about printing, specific to the type of printer you have selected.
Network...	Choose this button to connect to a network location, assigning it a new drive letter.

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5.1.11 Printing Options

The Printing Options menu offers the following commands:

Printer Setup	Allows you to select a printer to which the score should be sent, as well as the paper size to be used and the layout (orientation) of the score. The 'Properties' button allows you to select various properties dependent on the printer selected.
Margins	Enables you to set the margins of the page to which the score will be printed.
Layout & Print Size	Lets you amend certain elements of the page layout, i.e. page title, page numbering, and the 'size' of the notation on both the Print View and the printed page.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.2 Edit menu

The Edit menu offers the following commands:

Undo	Reverses the last change made to the current score. You can undo more than one action by repeatedly selecting this command. The number of changes that can be undone/redone in sequence is limited only by the amount of free disk space on your system. **Undo and the Current View** MidiIllustrator attempts to retain the **current** zoom, view and mode when undoing/redoing to a previous/future state (rather than restoring the zoom/view/mode of that **other** undo state). This generally makes the transition to

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	a different state much smoother. Changing to a new undo state when the new state is a Practice Session will generate a warning as many non practice features are disabled in this state. **Undo Grouping** Undo commands are grouped so that similar commands are undone/redone as a unit. If, for example, a number of notes or chords are delete one at a time in a certain measure, then applying the undo command will restore all notes deleted in that measure in one go. As soon as the delete operation moves into a new measure, a separate 'unit' of deleted notes is identified and the deletion would be undone as a second undo command, and so forth.
Redo	Allows the reversal of an Undo command providing it is used immediately after the Undo action has been made. Subsequent changes to the score will render the Redo command inactive to earlier Undo commands, but it will still reverse the last Undo action performed.
Cut, Copy, Paste	Using the MidiIllustrator clipboard in Edit Mode you can cut, copy and paste notation from one part of the score to another, or even to another score. More information on how to use these functions...
Select	Notation can be selected using the mouse, with the keyboard, or with these commands. The "**Select Item(s) at Cursor**" commands allow selection of notes to the **left** or **right** of the current cursor position. These commands can be called as keyboard shortcuts and allow you start and extend note selections very quickly indeed. Only note selections can be *initiated* in this way, though other selection types can be *extended* using these commands (see below). Rests can only be selected in Edit Mode. **Selecting Chords, Groups of Notes, and Extending the Existing Selection** Once a note, rest or lyric is selected, repeating the command will select any other items in that same time (most useful for quickly selecting a complete chord of notes). Repeating the command or selecting in the opposite direction at this stage will extend the existing selection in that direction, immediately selecting all notes in the bounds of the selection. **Note:** To initiate a lyric or rest selection, you must left-click a lyric or rest with the mouse. "**Select All...**" enables you to select all the notes, lyrics, bookmarks, staves, chord names or guitar frets on the current score providing they are visible. "**Select Nothing**" deselects everything previously selected.
Advanced Note Selection...	Opens the Advanced Note Selection Dialog allowing you to make note selections in the score using many different criteria.
Switch Between Cursor and Selection	This command toggles between displaying the cursor, and selecting any note or rest at the current cursor insertion point. In multi-voice measures where both notes and rests occur at the cursor insert time, notes will be selected over rests.

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5.2.1 Using the Clipboard Commands

Command Location: Edit Menu

Using the MidiIllustrator clipboard you can cut, copy and paste notation from one part of the score to another, or even to another score.

Keyboard Shortcuts exist for these commands.

These commands are only available in Edit Mode. All kinds of notation can be copied and pasted from one part of the score to another, or to a different score, as long both scores are in Edit Mode.

Once items are selected, they can be cut or copied to the clipboard, and then pasted as many times as desired.

Copying/Pasting Large Ranges

For copying/pasting large selections (including multi-track selections of notes/rests), use Power Edit instead.

Cut	Cuts the current selection from the score, and places them on the clipboard ready for pasting elsewhere in the score, or in another open score.
Copy	Copies the current selection to the clipboard ready for pasting elsewhere in the score, or in another open score. **Another way to Make Copies of Complete Staves** If you wish to make a copy of one or more **complete** staves including notation, instrument, name **and** other staff properties, then try "making a copy of the selected staff" with the Staff Manager Dialog
Paste and 'Insert & Paste'	Pastes any selection previously cut or copied from the score to the clipboard. In order to protect existing score content when using the clipboard, some rules apply to where and how certain copied selections can be pasted into the score. Specifically: • In Normal Entry (Edit Mode), only note/rest selections from single tracks can be pasted from the clipboard. For multi-track operations such as this, use Power Edit instead. • Since tuplets are treated as a unit and have to kept intact, paste operations which overlap or interfere with existing tuplets are not possible. **Note:** In Power Edit Mode you can also use the **Insert & Paste** command to automatically create new measures as you paste/insert a copied range.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.2.2 Advanced Note Selection

Command Location: Edit Menu

The Advanced Note Selection Dialog allows you to make note selections in the score using many different criteria.

Selection Criteria & Selection Range

Select the selection criteria from the list on the left, and then select the Measure and Staff

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range that the selection should apply to. If there is a current note selection in the score, then you can choose to apply any advanced selection action to just that existing selection, rather than a measure/staff range (Checkbox: **Use current selection as range**).

Notes in hidden staves will not be selected (show or hide staves using the Staff Manager Dialog).

Once you have made a selection, you can apply commands to the selected notes using commands from the Notes Menu.

General	Select all the notes in the range, or invert any existing selection.
Pitch	Select all the notes above or below a certain pitch. A value of 60 is the MIDI pitch for Middle C. Click the "Above" or "Below" value to change it to another value between 20 and 100.
Chords	Select the various parts of a chord. A chord is a group of notes: • of identical duration • in a single timespan • in a single staff This selection criteria is useful for picking out melody or harmony notes in a chord or range of chords.
Tie Notes	Select tie notes or parts of tie note sequences.

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5.3 View menu

The View menu offers the following commands:

Window View	Displays the score on the screen making full use of the size of the monitor screen. It is not a representation of how the score will appear when printed (see page view below) but it makes the best use of your screen 'real estate'!
Page View (Print Preview)	Page View is the same as Print Preview. This view allows you to evaluate the score prior to sending it to print, and therefore to adjust the page layout or printer set up as desired before printing. The score is displayed on the screen as it will appear printed using the current printer setup and page layout.
Scroll View (Editing)	This viewing mode applies the same rules for layout as Window view, except that the format for the score is a single system which scrolls horizontally along the page. This makes editing much simpler as the dynamic changes to the score object sizes which occur as you edit (eg staff height) do not result in constant reformatting of the score.

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Hide Staff Notation - Show Timeline	A view of the score in which traditional staff notation is temporarily hidden, and instead staves in the score are 'compressed' shown as a compact timeline (Performance Mode Only)
Toolbars	Shows or hides the following Toolbars: • File • Toolbars and Zoom • Perform • Volume and Tempo • Lists • Editing Palettes • Measure • Modes and Views The Editing Palettes toolbar is context sensitive and will become visible depending on the editing state MidiIllustrator is in. The 'Restore Default Toolbar Layout' option reverses all changes made to the toolbars and reinstates the original toolbar layout.
Status Bar	Shows or hides the status bar at the bottom of the screen. You can show a list of Status Bar display options by right clicking on the Status Bar.
Display Solfege Note Names	Displays Solfege note names instead of names A-G on both the score (when individual note names are enabled) and also the On-Screen Piano Keyboard and On-Screen Guitar Fretboard.
Full Screen	Enter/Leave Full Screen Mode
Keyboard	Allows you to: • show/hide the On-Screen Piano Keyboard (OSP) • dock the OSP keyboard in position • toggle between the full size OSP keyboard and the cropped keyboard • show note names on the OSP keyboard keys • show finger numbers on the OSP keyboard keys during playback (finger numbers must be assigned to notes before the finger number can be shown on keys as they are played) • show/hide Performing Hands on the keyboard during playback (fingering must be assigned to notes before they can be played) • edit the keyboard colors, including piano key highlighting colors • Highlight Middle C on the On-Screen Piano Keyboard for easier orientation. For further information, see the On Screen Piano Keyboard section.
Fretboard	Allows you to: • show/hide the On-Screen Guitar Fretboard (OSF) • dock the fretboard in position • toggle between the full size OSF and the cropped OSF • show note names on the OSF strings • edit the fretboard colors

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	For further information, see the On-Screen Guitar Fretboard section.
Metronome Light	Allows you to show/hide and dock/undock the Metronome Light. You may also edit the metronome light flashing colors in the Program Colors dialog.
Zoom	Allows you to zoom in and out of the score. Note that zooming does not change the actual printing size of the notation it simply alters the magnification of the score on the screen. For more information see Zooming vs Print Size. Once you have found a zoom setting you are happy with, this can be set as your Preferred Zoom - also available a command from the "Toolbars & Zoom" toolbar.
Navigation Commands	Allows you to navigate the score by reference to Page, Measure, Staff/System and Item. **Cursor Navigation During Playback** Whilst playing the score, holding down the **Control key** during the main navigation commands will move the playback cursor and then restart playback from the new cursor location. Shortcuts are available for each command.
Go Directly to Score Location...	Opens the Goto... dialog box and enables you to select the Bookmark, Page or Measure that you wish to find, and will take you to that part of the score.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.3.1 Window View & Scroll View versus Page View

Window View and Scroll View versus Page View

MidiIllustrator can format and display the current score in three quite different ways. In summary:

Window View	Window View displays the score on the screen making full use of the size of the monitor screen. It formats the score to make the best use of your screen 'real estate'; Ideal for performances! It is not a representation of how the score will appear when printed (see Page View below).
Scroll View (Editing)	This viewing mode is designed especially for editing. It applies the same rules for layout as Window view, except that the format for the score is a single system which scrolls

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	horizontally across the page. This makes editing much simpler as the dynamic changes to the score object sizes which occur as you edit (e.g. staff height) do not result in constant reformatting of the score.
Page View (Print Preview)	Page View is essentially the same as Print Preview. This view allows you to evaluate the score prior to sending it to print, and therefore to adjust the page layout or printer set up as desired before printing. The score is displayed on the screen as it will appear printed using the current printer setup and page layout.

You can choose to format the score making best use of space available on the screen (Window View) or you can format the score for the printed page (Page View). When you want to compose or make significant editing changes to you score, then choose Scroll View.

Window View and Scroll View

If you are at the computer, perhaps studying or playing back a score, then you will want MidiIllustrator to squeeze as much as possible on to the visible page. With Window View MidiIllustrator paginates the score so that each page is exactly the same size as the MidiIllustrator window. This means that if you increase the size of the window each page becomes larger and the total number of pages decreases. The opposite is true if you decrease the size of the window. You can reduce the size of the window until only one system with only one measure is visible. These 'virtual pages' bear no relation to the number of printed pages. Window View is not a true representation of how the score will appear when printed.

MidiIllustrator stretches and/or shrinks the measures on each system so that they fit perfectly into the window space available. This makes the score much tidier.

MidiIllustrator only puts as much of the score on to each page as the screen size will allow. This means that it is generally not necessary to scroll different parts of each page into view. If the first system on a page contains too many staves to fit on to the screen, MidiIllustrator will reluctantly add a scroll bar to the right side of the screen so that the lower staves can be scrolled into view.

Scroll View

Scroll view applies the same rules for layout as Window view, except that the format for the score is a single system which scrolls horizontally across the page. Normally when you change the score notation, MidiIllustrator repaginates automatically, reformatting the score to accommodate the notation changes (for example increasing staff/system height or measure width to house new notes). These dynamic changes can result in quite a lot of score movement as systems are shifted about according to the new layout. Scroll View focuses a single system on the page, restricting dynamic changes to the score object sizes which occur as you edit.

This viewing mode allows you scroll horizontally through the score one measure at a time using the horizontal scroll bar at the base of the score window.

Scroll view does not support scrolling and fading in of the next page with Advanced Page Turn.

Note about Scroll View and Printing

Measure numbers are automatically displayed on all measures in scroll view, to make measure operations easier. For this reason, scores may not print exactly as they appear in Scroll View and print previewing in Page View is therefore recommended.

Page View and Print Preview

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Page View is essentially the same as Print Preview.

Unlike Window View, Page View sets the boundaries of each page using the current printed page configuration. This means that the larger the paper size in your printer the more MidiIllustrator will squeeze on to each page of the score.

When you switch from Window View to Page View only a portion of the screen is used to show each page of the score. The score is shown one page at a time in the middle of the screen. Pages do not fill the screen as in Window View. Page shape and size is determined by printer settings, such as paper size and orientation.

This view allows you to evaluate the score prior to sending it to print, and to adjust the page layout or printer set up as desired before printing. The score is displayed on the screen **exactly** as it will appear when printed.

Zooming vs Print Size

MidiIllustrator allows you to change the magnification of the current view using the Zoom In and Zoom Out commands (View Menu). Zooming does nothing to change the true **physical** printing size of the notation. Instead, the magnification of the current page is altered so that notes, lyrics and other musical objects **appear** larger or smaller.

Print size, on the other hand, physically changes the point size of the font used to print the score. It has no effect in Window View, but in Page View, the larger the font the longer the score will become as the number of pages increases to accommodate the larger systems required to house the larger notes etc. Print size can be configured in the Print Layout section of the Score Options dialog. Print size changes may or may not be relative to Font sizes for certain items depending on how you configure individual score Fonts.

	ZOOMING	**PRINT SIZE**
Window View / Scroll View	Increases or decreases the size of the notation on the screen. Increases or decreases the number of pages in the score.	No effect.
Page View / Print Preview	Increases or decreases the size of each page as it is displayed on the screen. Increases or decreases the size of the notation **in proportion** to the size of the page. Has no effect on the number of pages or the layout of systems and measures on each page.	Increases or decreases the size of the font that MidiIllustrator will use to print the score. As you increase the font size the notation becomes larger and fewer systems/measures can be fitted on to each page.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.3.2 Hide Notation/Show Timeline

Command Location: View Menu

This command allows you to temporarily hide traditional staff notation on the score and instead show staves as a much more compact timeline.

This option is very useful for producing and printing song sheets which contain only song lyrics, or perhaps chords and guitar frets. You can dramatically reduce the number of pages in a score if you do not need to see any staff notation or melody lines.

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Note that this command is just a different way to view the score, it only *hides* notes and other notation temporarily - no notation is deleted.

In this state, MidiIllustrator shows the following score items on the timeline:
- Lyrics
- Bookmarks
- Chord names
- Guitar Frets
- Measure Numbers (if activated)

All **notes** and **rests** are hidden. The following items are also hidden in this state:
- Clefs
- Time signatures
- Key signatures
- Bar lines, including repeats (though any repeats are still treated normally)
- ...other traditional notation objects which cannot be displayed on the compact timeline

When you hide staff notation on the score, MidiIllustrator also automatically activates the following options:
- Compress Empty Measures
- Hide Empty Portions of Staves

These options help to display the most compact score possible (you can disable/reenable them after showing/hiding staff notation).

If you want to shrink the score yet further, then disabling Staff Tools and Staff Namings will often reduce the height of staves on the score. If Staff Tools are showing in Window View, and the "Ensure Staff Tools are Always Visible" option is enabled, then a dotted timeline will be shown for each active, but 'empty' staff.

Notes about Hiding Staff Notation
- Staff notation is only hidden when scores are viewed in Performance Mode. If you change mode when staff notation is hidden, the staves will be shown as normal.
- If Staff Tools are visible in Window View then all active staves will be shown (instead of just a single timeline) if "Ensure Staff Tools are Always Visible" is also enabled on the staff menu.
- Certain actions are disabled when staff notation is hidden; specifically Step by Step Mode.
- Certain Tasks may reset the score to traditional staff notation.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.3.3 Full Screen

Command Location: View Menu

See more of the score in Full Screen Mode!

You can enter Full Screen Mode by clicking the **F11** key. All menus and toolbars will be hidden, and the score will be shown using the entire screen, making much more of the notation visible. Keyboard shortcuts can be used to initiate functions such as playback, rewind etc. Hit Escape or **F11** to return to normal viewing mode.

Menu Access in Full Screen Mode

You can access the hidden MidiIllustrator menus in Full Screen Mode simply by hitting the Alt key followed by the letter of each menu. For example: **Alt + V** brings up the View Menu. You can then select an item from the menu using the keyboard cursor or the mouse.

Alternatively, you can use keyboard shortcuts whilst in Full Screen Mode. For example: **Alt +**

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L shows/hides the Lists Bar.

To see a full list of shortcuts, look here.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.3.4 On Screen Piano Keyboard

Command Location: View Menu / Keyboard

The On-Screen Piano Keyboard will highlight notes and chords from the current score. It can be used as an aid to reading and playing the score (especially solo piano music) allowing you to quickly and easily visualize chord shapes and fingering.

In Edit Mode, notes can added directly to your score with Note Entry via the On-Screen Piano Keyboard.

Moving and Sizing the Keyboard

The On Screen Piano Keyboard works in a similar way to the other standard Windows toolbars found in MidiIllustrator, but unlike most toolbars it can also be sized dynamically even when it is 'docked'.

The keyboard can be docked or floated. When MidiIllustrator first starts the keyboard is docked at the bottom of the screen. As you resize the program's main window the keyboard width and height change by proportion to the main window size. MidiIllustrator will always try to make the best use of space when displaying the keyboard and its proportions will always be managed automatically.

You can use the title bar (on the top of the keyboard) to drag the keyboard to the top or bottom of the program window. When docked, MidiIllustrator will resize the keyboard in the context of the main window and other moveable windows such as the List Bar.

If the keyboard is floating on the page, it can be moved to any part of the screen with a simple click anywhere on the keyboard and by dragging it to the required location. The keyboard can also be resized by clicking and dragging any edge of the keyboard.

Key Highlighting

The piano keyboard highlights keys under the following circumstances:

- In general, the notes from all **visible** staves will appear on the keyboard as they are sounded. Alternating staff notes are displayed in alternating colors. This is particularly useful in solo piano scores where left and right hands are clearly distinguished. **Selecting Staves** will affect the notes which appear on the keyboard during playback. If any staves are selected, only the notes from those staves will appear on the keyboard. Remaining visible staves will be ignored. This allows you to display multiple staves on the screen, and a different selection of staff notes on the keyboard.
- When MIDI In is received from an external midi device, such as a MIDI Piano Keyboard.
- In Step by Step mode the next note or notes to be played. Colors are applied using the same rules as during playback (alternating staff colors).

Keyboard Highlighting Colors

You can edit the keyboard colors, including piano key highlighting colors used to show which keys are being pressed during playback (such as left and right hand piano playback keys) via the Keyboard Options tab in the Program Options dialog.

Full Size Keyboard	You can switch between displaying a Full Size Keyboard (88 keys) and a cropped display of the centre four octaves of the keyboard (two octaves on

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	either side of Middle C).
Performing Hands	Read more about the On-Screen Piano Keyboard Performing Hands.
Show Note Names	These can be displayed A-G or using Solfege note names.
Highlight Middle C	This will place a small * marker on Middle C to assist with finding your place on the keyboard.

Menu Commands

You can access the keyboard's menu of commands via the View Menu or by right clicking anywhere on the keyboard.

The Keyboard Menu commands allow you to:
- show/hide the On Screen Piano (OSP) Keyboard
- dock the OSP keyboard in position
- toggle between the full size OSP keyboard and the cropped keyboard
- show note names on the OSP keyboard keys. These can be displayed A-G or using Solfege note names.
- show finger numbers on the OSP keyboard keys during playback (finger numbers must be assigned to notes before the finger number can be shown on keys as they are played)
- show/hide Performing Hands on the keyboard during playback (fingering must be assigned to notes before they can be played)
- edit the keyboard colors, including piano key highlighting colors

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5.3.4.1 Performing Hands

Command Location: View Menu / Keyboard

Performing Hands are a feature of the On-Screen Keyboard. Watch your score performed on the keyboard by MidiIllustrator's talented hands which can perform even the most technically challenging pieces!

Once finger numbers have been assigned to a range of notes in the score, MidiIllustrator's hands can perform even the most demanding pieces (finger numbers do not have to be shown on the actual keyboard keys in order for performing hands to be displayed).

The scenario for the most successful display of performing hands is with piano pieces where notes have been assigned finger positions specifically for performance on the piano. However when displayed, MidiIllustrator hands will try to play any number of instruments and musical ideas (voices) spread over any number of the visible staves in the score.

The hand which will be assigned to play a given stave is determined by the hand assignment in Staff Manager. See finger numbers for more information.

The performing hands endeavor to play most chord shapes over most ranges though certain spans may be deemed unreachable in which case no fingering will be attempted giving the appearance that some notes are simply being ignored during playback... This can happen particularly if notes from multiple voices in a staff have been assigned fingers for a single hand, in which case the performing hands will not be able to correctly finger all of the notes (the default behavior when analyzing fingering automatically is for lower voice notes in *any* staff to be assigned to the left hand and upper voice notes to be assigned to the right hand).

Performing Hands can also be shown in Step by Step Mode when finger numbers have been created for the score.

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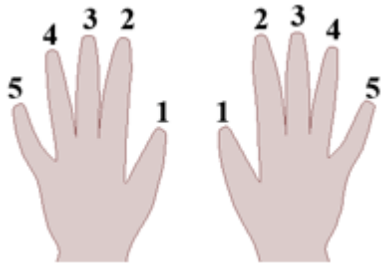
Fill Hands Option 	By default, the hands are drawn as solid objects as this gives them the most natural appearance, however they can be displayed hollow (outline only) in order to give better visibility of the keyboard beneath the hands.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.3.5 Metronome Light

Command Location: View Menu / Metronome Light

The Metronome Light flashes in time with each beat of the music to give you a visual representation of the time signature of the piece. The Accented Beat will flash in a different color to the normal beat, and the default settings are dark blue for the Accented Beat and pale blue for the Normal Beat. The color settings may be changed using the Program Colors tab of Program Options, and the length of time that the colors are displayed for on each beat can be changed in the Metronome tab of Setup, Program Options.

The Metronome Light also displays the beat count to help with counting and rhythm exercises.

The Metronome Light is turned on by default and works independently from the Metronome audio. The sound and light of the metronome are independent so that you can use either one at a time, or both as you choose. If you do not wish to use the Metronome Light simply hide it using the Show/Hide command.

The Dock/Undock command allows you to choose between having the Metronome Light floating on the screen or docked in a position of your choice. If the Metronome Light is floating on the page, it can be moved to any part of the screen with a simple click anywhere on the Metronome Light and by dragging it to the required location. The Metronome Light can also be resized by clicking on and dragging any of its edges (MidiIllustrator will automatically ensure that the size of the Metronome Light will be kept proportional to its original height and width).

As well as being available via the View menu, the Show/Hide and Dock/Undock commands may also be accessed by right clicking on the Metronome Light.

For the most part you will probably want to have the Metronome Light docked on the toolbar or somewhere similar on the page, but sometimes it may be useful to have it floating on the screen. For example, you may be playing along to a piece some distance from the computer screen in which case you may want the Metronome Light floating in the centre of the screen and as large as possible so that you can see it clearly from where you are sitting.

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5.3.6 Toolbars

The View menu offers the following commands:

Window View	Displays the score on the screen making full use of the size of the monitor screen. It is not a representation of how the score will appear when printed (see page view below) but it makes the best use of your screen 'real estate'!
Page View (Print Preview)	Page View is the same as Print Preview. This view allows you to evaluate the score prior to sending it to print, and therefore to adjust the page layout or printer set up as desired before printing. The score is displayed on the screen as it will appear printed using the current printer setup and page layout.
Scroll View (Editing)	This viewing mode applies the same rules for layout as Window view, except that the format for the score is a single system which scrolls horizontally along the page. This makes editing much simpler as the dynamic changes to the score object sizes which occur as you edit (eg staff height) do not result in constant reformatting of the score.
Hide Staff Notation - Show Timeline	A view of the score in which traditional staff notation is temporarily hidden, and instead staves in the score are 'compressed' shown as a compact timeline (Performance Mode Only)
Toolbars	Shows or hides the following Toolbars: • File • Toolbars and Zoom • Perform • Volume and Tempo • Lists • Editing Palettes • Measure • Modes and Views The Editing Palettes toolbar is context sensitive and will become visible depending on the editing state MidiIllustrator is in. The 'Restore Default Toolbar Layout' option reverses all changes made to the toolbars and reinstates the original toolbar layout.
Status Bar	Shows or hides the status bar at the bottom of the screen. You can show a list of Status Bar display options by right clicking on the Status Bar.
Display Solfege Note Names	Displays Solfege note names instead of names A-G on both the score (when individual note names are enabled) and also the On-Screen Piano Keyboard and On-Screen Guitar Fretboard.
Full Screen	Enter/Leave Full Screen Mode
Keyboard	Allows you to: • show/hide the On-Screen Piano Keyboard (OSP) • dock the OSP keyboard in position • toggle between the full size OSP keyboard

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	and the cropped keyboard • show note names on the OSP keyboard keys • show finger numbers on the OSP keyboard keys during playback (finger numbers must be assigned to notes before the finger number can be shown on keys as they are played) • show/hide Performing Hands on the keyboard during playback (fingering must be assigned to notes before they can be played) • edit the keyboard colors, including piano key highlighting colors • Highlight Middle C on the On-Screen Piano Keyboard for easier orientation. For further information, see the On Screen Piano Keyboard section.
Fretboard	Allows you to: • show/hide the On-Screen Guitar Fretboard (OSF) • dock the fretboard in position • toggle between the full size OSF and the cropped OSF • show note names on the OSF strings • edit the fretboard colors For further information, see the On-Screen Guitar Fretboard section.
Metronome Light	Allows you to show/hide and dock/undock the Metronome Light. You may also edit the metronome light flashing colors in the Program Colors dialog.
Zoom	Allows you to zoom in and out of the score. Note that zooming does not change the actual printing size of the notation it simply alters the magnification of the score on the screen. For more information see Zooming vs Print Size. Once you have found a zoom setting you are happy with, this can be set as your Preferred Zoom - also available a command from the "Toolbars & Zoom" toolbar.
Navigation Commands	Allows you to navigate the score by reference to Page, Measure, Staff/System and Item. **Cursor Navigation During Playback** Whilst playing the score, holding down the **Control key** during the main navigation commands will move the playback cursor and then restart playback from the new cursor location. Shortcuts are available for each command.
Go Directly to Score Location...	Opens the Goto... dialog box and enables you to select the Bookmark, Page or Measure that you wish to find, and will take you to that part of the score.

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5.3.6.1 Lists

Command Location: View Menu / Toolbars

The List Bar contains four powerful tools for managing and working with your music. Click on the tabs to show each list and its corresponding control set in turn. You can easily resize and move the List Bar using the mouse.

Right click any list to bring up a context menu of actions relevant to that list; including the following general commands:

List Bar Font

The List Bar Font button allows you to set a custom font for display of all text ***in the List Bar***. You can, for example, choose a larger font to make reading from a distance easier.

AutoSize Columns

Your preferred list-column-widths are now stored and restored for each 'tab' in the List Bar. Column 'autosizing' is also a menu option which will tell MidiIllustrator to size list columns to fit list content as it changes. Autosizing is enabled by default, but will be deactivated if you size a column manually.

List	Purpose
Browser	This list shows the contents of a particular folder which might contain the music (MIDI, Karaoke and MidiIllustrator files) on which you are currently working. It allows you quick access to a list of scores which can be opened with a single click. Since the list is always on the screen, there is no need to constantly reopen and close the File Open dialog whilst you are browsing a collection of files. **The following button/menu commands are available:** • **Browse button "...":** Click the button to browse to a particular folder. The standard File Open dialog will be shown, but modified to select a folder. The number of song files in each folder is shown in the "Folder Name" field of the Folder Open dialog. • **Single Score Browse Mode:** Only one score will be open at a time, saving system resources and making browsing faster. Each time a score is opened, all other scores will be closed. You will be prompted to save and open scores which have been modified. • **Play Scores on Open:** Each score will be played (if possible) as soon as it is opened. Scores can only be played if MIDI playback devices have been setup in MidiIllustrator.
Playlists	This is an advanced tool for creating, storing and playing lists of your favourite scores. You can load up a playlist and begin playback whilst you are entertaining friends, or for your own

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	listening/viewing pleasure. The following button/menu commands are available and enable you to create new playlists and add songs to those lists: • Add Songs to List • Add the Current (open) Song to the Playlist • Remove Selected Songs • New List • Rename List • Delete List • Clear List **Begin Playback** This command will switch MidiIllustrator to **Playlist Mode**. **Pause Between Playing Songs** This command will insert a small delay in between songs in **Playlist Mode**. This provides a more pleasant transition between the end of one song and the start of another song. It is generally only necessary to enable this option on very fast systems. **Playlist Mode** In this mode, all editing and modification of scores is disabled, as MidiIllustrator prepares to play each score in turn from the current playlist. As a result, many menus/toolbars will be disabled in this mode. You can exit Playlist Mode at any time by hitting the Escape key. MidiIllustrator will play each song in the playlist, and then restart at the beginning. Each song will be opened and displayed as a score in the normal way. Only one score will be open at a time, saving system resources and making the application more efficient. Each time a score is opened, all other scores will be closed. You will be prompted to save and open scores which have been modified when you first enter Playlist Mode. If a song has been saved in practice mode, it will be opened and played in practice mode. So you may want to avoid adding such songs to certain playlists as the practice session may instruct a section of the song to loop forever!
Open Scores	This list simply shows a list of all open scores, and allows easy switching between them.
Log	The log contains a history of the last 300 songs opened. Double click an item in the list to reopen the song instantly. If you are working through a large group of works (such as Bach Chorales) then the log will help you keep staff

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	of which works you have recently viewed. You can also monitor your practice sessions as each entry is dated!

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5.3.6.2 Status Bar with Volume and Tempo Toolbar

Command Location: View Menu / Toolbars / Status Bar with Volume & Tempo

Volume and Tempo controls are integrated into the Status bar allowing you to dynamically change the Master volume and Master tempo of a score as it is played back. As an alternative, you can use the Volume and Tempo keyboard shortcuts to set the Volume and the Tempo at any time.

You can show a list of Status Bar display options by right clicking on the Status Bar.

Summary

The slider to the left controls the volume. To the right, the current tempo is displayed in beats per minute. When values are changed, the new volume/tempo is shown in the left of the status bar as a percentage of the score's original volume/tempo at the current cursor position.

These controls are master overrides, not absolute settings (see below). Use the Tempo dialog to set the starting tempo for the score or add tempo MIDI events later in the score using the Expressions Dialog .

Volume

The volume is a master setting meaning that the individual volume setting of each staff is incremented or decremented from its original value as the volume changes i.e. it is not an absolute setting.

Note that the final volume of scores when played back is controlled by the Windows Mixer dialog (or the 'Windows volume control'). In general, MidiIllustrator does not alter the volume settings at this level (see the exception below).

Automatically Adjustment of MIDI Device Volume

Some programs erroneously reduce the master volume of the "Microsoft GS Wavetable SW Synth", which is the default MIDI device used for playback on many Windows systems. If the Windows 'master' volume for this device has been set to zero, then no sound will be heard during playback of any scores which use the device.

MidiIllustrator now checks to see if the Wavetable Synth is the playback device each time playback begins. If it is, and the current volume is zero, MidiIllustrator automatically increases the volume to 50%. This action simply reproduces the result you would see if you manually increased the "MIDI" or "SW Synth" volume value in the Windows Mixer dialog (also know as 'the Windows volume control').

Volume Control Behavior

The volume control has two modes depending on the staff selection state of the score. These modes are designed to allow you to easily focus on a particular instrument or instruments in a score. You can individuate a selection of instruments gradually by increasing the performance volume relative to other instruments in the score.

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Mode 1) No Staves Selected

- If no staves are selected and the slider is in the central position, staves will play back at their individual designated volume (see the Volume setting in the MIDI Configuration section of Staff Manager).
- As the slider is moved to the right, the volume on all staves will be steadily increased to a maximum of 127.
- As the volume is moved to the left, the volume on all staves will be steadily decreased to a minimum of 0.

If the various staff volumes are uneven, then some staves will reach the boundaries of 0 or 127 before others, at which point increasing or decreasing the volume further will have the effect of gradually synchronizing all staff volumes. Eventually all staves will have the same minimum or maximum value.

Mode 2) Staves Selected

When one or more staves in the score is selected, altering the volume will effect the selected and unselected staves in different ways.

- At the central position all staff volumes will play at 100% of their original values.
- As the volume slider is moved to the right, the volume of all selected staves will increase to a maximum of 127. At the same time the volume of all unselected staves will decrease at the same rate towards 0.
- As the volume slider is moved to the left, the volume of all selected staves will remain at exactly 100% of their original values. At the same time the volume of all unselected staves will decrease at the same rate towards 0.

Shortcut

You can quickly reset the volume to its original value (100%) by clicking on the "Vol:" label to the left of the slider.

Tempo

The tempo displayed on the status bar is the number of beats per minute (BPM) based on the current beat length and the current rate of play back. The beat length is also illustrated with a note graphic. The note will be equivalent to one beat in length.

Like the volume control, the tempo control is a master override, not an absolute setting. The tempo value you specify will reduce or increase the original tempo of the piece (at the current cursor point) to a percentage of its original value. For instance, if the piece was originally recorded at 60 BPM in 3:4 time then setting the tempo to a value of 250% will result in a tempo of 150 BPM (2.5 * 60 BPM = 150 BPM).

MIDI Tempo controller events in the current MIDI file control the speed at which a song is played back, and these events will update the status bar BPM value dynamically during playback. As the song playback rate slows down or speeds up, the BPM value will decrease or increase accordingly. The Master % value will not change with these tempo 'events', however, and if the tempo at a certain point in the MIDI file drops from 240 BPM to 120 BPM and you have manually set the Master tempo to 25%, for example, the actual tempo you will hear in playback will drop from 60 BPM to 30 BPM (25% of 120 BPM).

The tempo can be modified to any percentage of its original value, so long as the resulting tempo is between 20bpm and 750bpm.

Saving the Tempo

From version 3 of MidiIllustrator, the overriding "Master tempo" is automatically stored for each score when it is saved which is a simpler way to restore the "working" tempo for your scores than using the alternatives below.

You can also apply the current master tempo to a saved copy of your score, using the Save As Dialog. Alternatively, use the Tempo dialog to set the starting tempo for the score or add tempo MIDI events later in the score using the Expressions Dialog).

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Shortcut

You can quickly reset the tempo to its original value (100%) by clicking on the "Tempo:" label to the left of the slider.

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5.3.6.2.1 Status Bar

Command Location: View Menu

Use this command to display and hide the Status Bar with Tempo and Volume controls.

You can show a list of Status Bar display options by right clicking on the Status Bar.

Typically the Status Bar describes the action to be executed by the selected menu item or depressed toolbar button.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.3.6.3 Editing Palettes

Command Location: View Menu / Toolbars

MidiIllustrator allows you to edit the notation in the score using context sensitive toolbars. In this way, only those toolbars which are useful at a particular time are shown, leaving room for more of the score to be shown on the screen. You can hide or show the editing palettes using the View/Toolbars/Editing Palettes Menu command.

The editing palettes consist of the following toolbars:
- Insert Toolbar (for inserting lyrics, bookmarks, guitar chords and chord names
- Selected Item toolbar (for editing lyrics, bookmarks, guitar chords and chord names)
- Notes Toolbar (for editing note attributes)
- Entry Item toolbar (Edit Mode only, for setting note and rest entry qualities)

At any one time, only one of the above toolbars will be shown, depending on the current selection in the score. For example, if you select a note, the Insert Toolbar will vanish and the Notes toolbar will appear in its place.

The toolbars contain a subset of the commands found in each toolbar's respective menu.

Palette Positioning

By default, the editing palettes are show docked on the right side of the screen, but you can move them to any other location, just as with the rest of MidiIllustrator's toolbars.

NOTE: Placing the editing palettes next to resizing tools such as the on-screen keyboard or the List toolbar may produce unwanted resizing of toolbar as the editing palettes are shown or hidden with context changes to selections in the score.

You can restore the default positioning of all toolbars by selecting View/Toolbars/ Restore Default Toolbar Layout.

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5.3.6.4 View Toolbar command

The toolbars are displayed across the top of the application window, below the menu bar. The toolbars provide quick mouse access to many commands used in MidiIllustrator.

To hide or display the Toolbar, choose Toolbar from the View menu.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.4 Score menu

The Score menu offers the following commands:

Options	Allows you to customise many aspects of the score.
Transcription Options	Allows you to control the way in which MidiIllustrator converts MIDI files into sheet music/notation. Note that you can also access these options via Score Options.
Titles	Opens the Score Titles dialog. Score Titles are customisable text entries in the score. Note that titles are only visible in Page view (Print Preview). Titles can also be double-clicked with the mouse and edited directly from the score.
Individual Note Names	Shows/hides the written name of each note on the score. Several display options are available (in, alongside, above or below each note) - see Score Layout.
Finger Numbers	Shows/hides the finger number (where it has been assigned) of each note on the score. Several display options are available (in, alongside, above or below each note) - see Score Layout.
Show/Hide Score Objects	Shows/Hides a variety of objects in the score.
Notation	Allows you to configure some settings from the Notation tab of Score Options.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.4.1 Score Titles

Command Location: Score Menu / Titles

Score Titles are customizable text entries in the score.

Score Titles are displayed as rich text objects so font formatting is possible using the right-click context menu in the edit boxes.

MidiIllustrator displays the following titles:
- **Score Title** (top of the first page)
- **Copyright** (not displayed on the score)
- **Composer** (beneath the title, right side, first page)

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- **Reference** (beneath the title, left side, first page)
- **Footer** (bottom of the page, first page and all remaining pages)
- **Header** (top of the page, first page and all remaining pages)

Titles are edited using the Score Titles dialog, Score Menu.

Headers and Footers

The drop down boxes allow you to modify the header/footer style and alignment.

The default setting is Normal (i.e. the header/footer is shown but does not have a border) but this can be changed using the drop down boxes described below.

The first drop down box allows you to customise the header/footer as follows:
- None – no header/footer will be displayed
- Normal – the header/footer will not have a border
- Boxed – the header/footer will be bordered with a box
- Curve Boxed – the header/footer will be bordered with a curved box

The second drop down box allows you to set alignment.

Title text can include custom MidiIllustrator "Fields". These fields are populated automatically with the latest information when titles are displayed or printed (such as page count, file name, date etc).

Note that titles are only visible in Page view (Print Preview).

Titles can also be double-clicked with the mouse and edited directly from the score in most modes.

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5.4.2 Title Fields

Command Location: Score Menu / Titles

'Fields' are special text strings which can be inserted into Score Titles.

These fields are automatically populated with the score information when titles are displayed or printed (such as page count, file name, date etc).

Fields can be added manually, or with the Insert Field Menu in the Score Titles dialog.

Fields contain no spaces, and should always be wrapped with **square brackets [** and **]**.

The available fields are:

Type	Field	Description
Titles	***[title_scoretitle]***	Substitutes the contents of the Score Title.
	[title_copyright]	Substitutes the contents of the Copyright Title.
	[title_composer]	Substitutes the contents of the Composer Title.
	[title_reference]	Substitutes the contents of the Reference Title.
Page Information	***[page_number]***	Substitutes the page number.

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	[page_total]	Substitutes the total page count.
Measure Information	***[bar_total]***	Substitutes the total measure count.
	[bar_firstonpage]	Substitutes the number of the first measure on the page.
	[bar_lastonpage]	Substitutes the number of the last measure on the page.
File Information	***[file_title]***	Substitutes the file title excluding the extension eg "My Song".
	[file_title_ext]	Substitutes the file title including the extension eg "My Song.mid".
	[file_path]	Substitutes the file path eg "C:\Songs\My Song.mid".
	[file_location]	Substitutes the file path eg "C:\Songs".
Time	***[time_H]***	Substitutes the current hour (24 hour clock).
	[time_h]	Substitutes the current hour (12 hour clock).
	[time_M]	Substitutes the current minute.
	[time_S]	Substitutes the current second.
	[time_format_12]	Substitutes the current time (12 hour clock).
	[time_format_24]	Substitutes the current time (24 hour clock).
Date	***[date_d]***	Substitutes the current day of the week eg "Monday".
	[date_D]	Substitutes the current day of the month eg "12".
	[date_m]	Substitutes the current month name eg "May".
	[date_M]	Substitutes the current month of the year eg "5".
	[date_Y]	Substitutes the current year.
	[date_format_YMd]	Substitutes the current date..

Note that you can reference other titles using fields. In this case, references must not be 'circular' ie if you place the Copyright field in the Composer title, then the Copyright title cannot also contain the Composer field, or an endless loop would result!

Example of Field Usage

The following text in the footer would show page numbers on each page of the score:

Page [page_number] of [page_total]

Notes about Fields

- Titles are only visible in Page view (Print Preview)
- If you apply font formatting to a field in a score title then you MUST apply the same formatting to the entire field including the square brackets, or the field will not be properly substituted in the score

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5.4.3 Individual Note Names

Command Location: Score Menu / Score Options / Notation Tab

<table>
<tr><td rowspan="5">Show/Hide Score Objects</td><td>Bookmarks</td><td>If you have inserted Bookmarks this check box allows you to show/hide them as desired.</td></tr>
<tr><td>Chord Names</td><td>If you have inserted Chord Names this check box allows you to show/hide them as desired.</td></tr>
<tr><td>Guitar Frets</td><td>If you have inserted Guitar Frets this check box allows you to show/hide them as desired.</td></tr>
<tr><td>Free Text</td><td>If you have inserted Free Text items this check box allows you to show/hide them as desired.</td></tr>
<tr><td>Expressions</td><td>If you have inserted Expressions this check box allows you to show/hide them as desired.</td></tr>
<tr><td rowspan="7">Note Information:

Note Names
and
Finger Numbers</td><td colspan="2">Note Names and Finger Numbers are both kinds of 'per note information' which can be displayed on the score using the note information display preferences (see below).

Note Information Display Preferences</td></tr>
<tr><td>Show inside notes</td><td>You can also choose to have note information placed inside the note. In some circumstances (such as printing vs. window view), one layout may be easier to read than the other. Placing note information inside the notes also generate smaller scores for printing, as less horizontal/vertical space is needed to name each note. When note information is drawn inside the note, the text color is controlled by MidiIllustrator in order to maximize clarity.</td></tr>
<tr><td>Show to left of note</td><td>When this option has been selected the name will be displayed near each note on the score (see below for positioning options).</td></tr>
<tr><td colspan="2">Note that if both Note Names and Finger Numbers are set to display inside or to the left of the note, Finger Number display will override the Note Name. If you wish to show both Note Names and Finger Numbers for notes then one of the se information types can be shown inside the note, the other to the left of the note. Alternatively, show note information outside the staff.</td></tr>
<tr><td>Show outside staff</td><td>When note information is shown outside the staff it can be automatically arranged by MidiIllustrator to create the most compact score based on note positions, stem directions, voices and the note names/finger numbers relative to the owning note. Alternatively you can customize the display of note information to suit your needs.</td></tr>
</table>

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		Position automatically outside staff (recommended default): This is the recommended style for the most easily configured score with optimal spacing.
		Position above the staff
		Position below the staff
		Always position voices separately above/below the staff: With multiple voices in a staff, separating the fingering above and below the score is recommended for clarity.
		Show placeholder for non-fingered notes in part-fingered chord: When note names are shown, they are shown for all notes. However finger numbers may have been assigned to just a few of the notes in the score. If only part of a given chord has been fingered and the finger numbers are displayed outside the staff (i.e. not next to their owner note) then it may be hard to tell which finger number pertains to which note. Showing a placeholder for non fingered notes in a chord will stack the finger numbers in the same way that the chord notes are vertically stacked, making it clearer which note owns which finger number.
	Maximizing Clarity of Note Information You may find that it helps to zoom in on the piece in order to see the note names/finger numbers clearly on the screen, or change the Print Size if you are printing your score. You may change the color and font of the note information fonts in the Fonts tab - experiment to see what looks best on your score. Fonts can also be Bold or Regular in size which may improve legibility. **Note Information Fonts** Two configurable fonts are used to display note information. The size of the Note Name/Finger Number font cannot be changed as the note names start to overlap the notation if they are bigger than the note 'heads' (especially on chords where many notes may overlap). For this reason, a Note Name/Finger Number is always roughly the same size as a note head.	

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Notation	**Compress Empty Measures**	In order to make the best use of space on the screen or printed page, you can choose to Compress Empty Measures. MidiIllustrator will compress contiguous empty measures as long as the measures are: • completely empty i.e. none of the visible staves in the measure contain any notes; and • identical i.e. they share the same time signature, key signature, clef and bar ending This option is turned on by default.
	Show Bar Repeat Count	Display (where appropriate) above the measure the number of repeats which will be applied to a section repeat barline during playback.
	Show Courtesy Accidental for Every Note	With this option enabled, the key signature is effectively repeated for each note on the score, making it much easier to remember to sharpen or flatten a particular note when performing a piece. Note that this 'global' command overrides the individual per note setting for displaying courtesy accidentals against notes (see Notes Menu and Entry Note Shows Courtesy Accidental); Unlike in standard notation, MidiIllustrator will not just assume that a sharp or flat 'holds' for the measure when this option is enabled. Instead, in a piece written in the key of G which contains a single sharp (for example), every single F in the score will be marked with its own accidental (sharp), even multiple F# notes in the same measure.
	Assign More Space To Longer Notes	You can choose to have MidiIllustrator allocate more space on a score to the longer notes than to the shorter notes as an aid to sight reading.
	Color Voices in Performance Mode	Applies distinctive colors to the different voices on the score when in Performance Mode. These colors are *always* applied in Edit Mode to make editing easier.

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		Colors can be selected using the Color section of Score Options.
	Hide ALL upper/lower voice guide rests in Performance Mode	Hides all *automatically drawn* upper/lower voice 'guide' rests. See more information about Voice Guide Rests.
Playback	**Play Notes as Imported/ Recorded**	Play imported MIDI songs as they were originally performed, rather than adhering to the notated times displayed on the score. This allows playback of a recorded song as it was originally captured, even though the notation may have been 'tidied' by MidiIllustrator for easier reading (perhaps using Transcription Options). Note that this option only applies to scores which contain some original MIDI content or recording session data.

Measure Numbers	You may customize if, and how, Measure Numbers (#) are displayed on the score. The display of measure numbers may be affected by the current 'view' (see below). The default setting is a Curved Box (which encloses the Measure Number) on Every Measure starting at Bar 1, but this can be changed using the three drop down boxes. The measure numbers can be set as follows: • None - no measures numbers will be displayed • Normal - measure numbers will not be enclosed • Boxed - measure numbers will be surrounded by a box • Curved Box - measure numbers will be surrounded by a curved box If None has been selected above, the 2 remaining drop down boxes will be grayed out, but they can be edited if Normal, Boxed or Curved Box has been selected. The options available are as follows: • Every Measure • Every System • Every Page • Every 5th Bar • Every 10th Bar The third drop down box allows you to set a start point as follows: • From Bar 1 • From Bar 2 etc (depending on the number of bars in the piece)

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	Note that measure numbers are shown on ALL measures when in Scroll View as this information is useful for editing.
Beat Marks and Numbers	As an aid to counting and understanding the rhythm of a score, MidiIllustrator can place small marks or numbers 'on the beat' above the top staff. If, for example, the time signature is 4:4, then four beat marks (or the numbers 1 to 4) will span the top of each measure. Displaying beat marks works well when the cursor is set to follow 'the nearest beat during playback'. You may customize the beat mark color to best highlight the location of the beats in the music. The Beat Marks can be customized using the three drop down boxes. The first drop down box provides the following options: • Hidden - The Beat Marks will not appear on the score. • Visible - The Beat Marks will be displayed on the score (except during Playback if the 'Countdown' option has been selected. See the 'Note' below). • Playback Only - The Beat Marks will only appear on the score during Playback. If Hidden has been selected above, the two remaining drop down boxes will be grayed out, but they can be selected if Normal or Playback Only has been selected. The second drop down box allows you to display the Beat Marks on the: • Top Stave • All Staves The third drop down box offers two style options: • Static – whereby the Beat Marks stay in place as the music is played. • Countdown – whereby the Beat Marks disappear as they are passed in the score. The last drop down box offers two more style options: • **Markers** – whereby the Beat Marks are shown with triangular markers. • **Numbers** – whereby the Beat Marks are shown as numbers for each beat to help with counting. The default setting is 'Playback Only' on the 'Top Stave' with 'Countdown'. **Note:** You may wish to view the Beat Marks all the time, in which case you would select 'Visible' from the first drop down box, and they will be displayed on the score. However, if you then selected 'Countdown' from the third drop

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	down box, the Beat Marks would disappear when they were passed in the score during Playback. Therefore, if you actually want the Beat Marks to be on display at all times, even during Playback, make sure you have selected 'Static' in the third drop down box as well as 'Normal' in the first.
Bookmarks	Allows you to customize any Bookmarks which have been placed on the score. The default setting is a Curved Box (which encloses the Bookmark), but this can be changed using the Bookmark drop down box. The options available are: • Normal – no surround • Boxed • Curve Boxed
Apply	The Apply button applies all the changes made to the score without the need to close the dialog box.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.4.4 Finger Numbers

Command Location: Tools Menu

Finger numbers can be assigned to notes and chords in one of three ways:
- Manually using commands in the Notes Menu or with Keyboard Shortcuts
- Automatically for a selection of notes using commands in the Notes Menu or with finger number Keyboard Shortcuts without the need to open the Fingering Analysis dialog
- Automatically for the entire score, a range of staves, or a note selection using the Fingering Analysis dialog

Once you have assigned finger numbers to notes several new features become available:
- Finger numbers can be displayed in, alongside, above or below each note/chord in the score
- Finger numbers can be displayed on each key during playback on the On-Screen Piano Keyboard
- MidiIllustrator can show animated Performing Hands performing your score over the On-Screen Piano Keyboard

Automatic Fingering Analysis

Automatic Fingering Analysis is an advanced feature in MidiIllustrator which performs a customizable analysis of the notation in your scores and accordingly assigns finger numbers to each note and chord. Fingering analysis is customizable to help you assign the right finger numbers easily and quickly for a selection of notes or the whole score.

See also: notes on Obtaining the Best Analysis Possible.

Choose what to analyze	If a note range is selected in the score when the fingering analysis dialog is opened, MidiIllustrator will check the **Current selection only** checkbox. In this case, finger numbers are assigned to selected notes in

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	the context of their position relative to one another and relative to other notes nearby in the score. **Ignore unselected notes when calculating**: With this option, finger numbers are assigned to selected notes in the context of their position relative to one another but ignoring other notes surrounding the selection. This allows you to set fingering for a particular melody or musical idea without having other notes influence MidiIllustrator's fingering calculations. You can choose to analyze entire staves or the entire score. This will take some time as even a basic analysis is quite demanding on the average PC. See **Advanced Settings** below to configure you own kind of analysis.
Options	**Keep existing fingering and use it when calculating**: Normally, existing finger numbers will be ignored in the calculation and will be updated as MidiIllustrator sees fit. With this option checked however, MidiIllustrator will use any existing fingering in the score as a guide to how you would like finger numbers assigned to remaining notes and these finger numbers will not be changed in the analysis. You might use this option having assigned a finger number to a single note in an arpeggio, for example, and MidiIllustrator will then assign finger numbers to the remaining notes in the arpeggio using the manually assigned finger as a starting point.
Choose an instrument fingering	In the current version of MidiIllustrator, fingering analysis can be performed for **keyboard instruments** such as the **piano**. MidiIllustrator will decide which hand to use when fingering a given staff based on the assigned instrument playing hand (Staff Manager). You can override this when using the finger analysis dialog using the **Force Hand** commands. **Assign separate hand fingering for upper/ lower voices**: When MidiIllustrator finds more than one musical idea indicated in a staff with the use of voices, it will normally assign both the left and right hands to finger lower and upper voices accordingly. Uncheck this box to have a single hand notes across play multiple voices on each staff. Disabling this option may have consequences for Performing Hands making some multi-voice chord combinations unplayable.
Advanced Settings	The **Depth of analysis** and **Result Smoothing** settings allow you to control the effort MidiIllustrator applies to assigning finger numbers to a range of notes. Warning! Changing advanced settings - especially **Depth of analysis** may dramatically

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	increase analysis time - so this option should be configured in the context of your PC processor speed. Generally, deeper analysis will result in better fingering, and increasing the result smoothing will address errors caused by insufficient depth of analysis. It's worth experimenting with different analysis settings on different notation selections, especially if you can allow extra time for the analysis to proceed. **Remember these advanced settings**: Your settings will be saved when you close the dialog. These saved settings will also be applied when automatically assigning finger numbers for a selection of notes using commands in the Notes Menu or with Keyboard Shortcuts. **Restore Advanced Defaults**: Restore the default settings for **Depth of analysis** and **Result Smoothing**.

Finger Numbers

Valid finger numbers are from 1 to 5, starting with the thumb (1) on each hand through to the pinky (5).

Obtaining the Best Analysis Possible

Since assigning finger numbers is a very subjective task, automatic generation of finger numbers for entire scores will inevitably include some unsuitable finger assignments. There are many rules in the analysis which favours general rules and uses specific rules rarely. Sometimes, for example, you will see a finger roll incorrectly assigned to an arpeggio, or an awkward fingering for a 4 finger chord in order to make progress to the next note sequence easier. In some case a given fingering may simply suit one player more than another.

To get best results, using the following automatic fingering options in combination with your own manual fingering assignments is highly recommended:

- Ignore unselected notes when calculating. Remember that fingering for a given sequence is calculated in the context of the surrounding notation. Sometimes you will get better results if you generate fingering for a sequence in isolation. You can also do this quickly for a selection of notes using the fingering keyboard shortcuts.
- Keep existing fingering and use it when calculating. This is a quick way to get the fingering you want on a chord or arpeggio. Manually assign one or two finger numbers to a given sequence of selected notes using commands in the Notes Menu or with Keyboard Shortcuts. Select the range of notes you wish to assign finger numbers to automatically. Open the Automatic Fingering Analysis dialog and check the Keep existing fingering and use it when calculating option. MidiIllustrator will use the manually assigned finger numbers when assigning fingering to the rest of the selection. Usually, manually assigning the first and/or last note in a chord or arpeggio will help MidiIllustrator automatically assign the rest of the fingering to your requirements.

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5.4.5 Score Options Dialog

Command Location: Score Menu

The Score Options dialog allows you to make changes to the **current** score *and* set the default behavior for all **other** scores. Other scores will continue to use the **default** score options (see the **Set As Default** command below).

The dialog contains the following tabs:
- Transcription Options
- Notation
- Staff Tools and Namings
- Fonts
- Colors, Textures and Backgrounds
- Print Margins
- Print Layout

To the right hand side of each Score Options tab there are buttons which allow you to change the Score Options for not only the current score but also for all MIDI and Karaoke files subsequently opened in MidiIllustrator.

The following buttons are displayed on the right hand side of each Score Options tab:

Restore Defaults	Resets the values in the current Score Options tab to the default settings. Changes to values in the tab will not affect the current score until you hit 'OK' or 'Apply'. **Note:** these may not be the default settings created when you installed MidiIllustrator, as you are able to overwrite the 'defaults' (see below).
Set As Default	Sets the values in the current Score Options tab as the new default values. All MIDI and Karaoke files opened subsequently will use these new default settings. **Note:** Existing .mil files previously saved with MidiIllustrator will **not** be affected by these new defaults unless you open each .mil file, select the given Score Options tab and select 'Restore Defaults'.
Page View/Window View	Toggles the view of the score between Page View and Window View This enables you to quickly see the effect of any changes to the Score Options in the different views without having to close the Score Options dialog (useful when, for example, changing Print Layout options which apply only to Page view)
Apply Now	When this checkbox is selected, changes made to the various score settings will be applied to the current score immediately without the need to click the Apply button after each change. **Note:** This option is not available for all tabs in the Score Options dialog.

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5.4.5.1 Transcription options

Command Location: Score Menu / Score Options / Transcription Options Tab

Note: The behaviour of this command changes when a score has been 'edited'. See below: When Can I Change Transcription Options for a Score?

Choosing Transcription Options for Importing MIDI Files

When converting MIDI into notation MidiIllustrator can automatically make all the decisions necessary to present the musical content in the most honest and readable way. The Score Transcription Wizard automatically opens when you open a MIDI file and you can specify different transcription options for each new score. MidiIllustrator will convert the file into a score using the transcription options of your choice.

Presentation Modes

Using the slide control you can choose from the following settings:
- Much Easier to Read
- Easier to Read
- Normal
- Strict
- User Defined

A description of each mode is given in the table below. Each presentation mode consists of a particular configuration of the Conversion Rules.

PRESENTATION MODE	DESCRIPTION
Normal	The default setting. Best compromise between accuracy and readability.
Much Easier to Read	Significant simplification. Useful for presenting more complex pieces or 'live performance recordings' in a more readable format.
Easier to Read	Some simplification of the notation to improve readability.
Strict	Adhere closely to standard notation rules. A very accurate representation of the midi content.
User Defined	You choose your own combination of presentation rules.

Conversion Rules

As the Transcription settings are selected using the slide control the Conversion Rules that apply to that particular setting will be checked automatically by MidiIllustrator.

However, if you choose the User Defined option, you can decide which (if any) of the conversion rules should be applied to your score.

CONVERSION RULES	DESCRIPTION
Minimize Rests	MidiIllustrator can generally improve the readability of a score by minimizing the number of small rests on the staff. Where possible, notes of moderate length which are followed by small rests (such as 64^{th} rests) will be extended to fill the gap, thereby reducing clutter on the page. This will apply only to notes which can be extended to a 'clean' duration without the need to create tie notes. Notes will not be extended outside their original beat or measure.
Prevent Overlapping Notes (within each Voice)	Preventing notes of the **same** voice from overlapping can improve the readability of the score in instances where more

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	than one musical idea exists in a single staff. For example, notes or groups of notes in a staff may be held as they are arpeggiated. This can result in rather blurred notation when transcribed accurately. As an alternative MidiIllustrator can insist that notes in a given voice do not overlap, rendering a clearer score in certain cases. **Note:** With or without this option enabled, MidiIllustrator will only ever allow notes in the score to overlap when not doing so would be a misrepresentation of the music.
Contain Notes in Measure	With this option MidiIllustrator can ensure that notes which begin in a given measure conclude in that same measure. Preventing notes from tying into subsequent measures can improve the readability of certain styles of music.
Voicing is Low Priority	By default, MidiIllustrator will use different voices when notating, in order to clearly illustrate multiple musical ideas on a single staff. Where more than one musical idea is notated on a single staff, it is common for the notes in each idea to be rhythmically independent and to overlap one another as a result. As a result these notes may have difficult fingerings. Using this command you can discourage MidiIllustrator from using multiple voices in the score. This will result in less accurate notation but will often have the benefit of presenting music which is easier to read and play.
Force Single Voice	This option has exactly the same effect as the 'Voicing is Low Priority' option. In this case, however, the entire score will be notated using a single voice.
Force Chords	MidiIllustrator automatically tries to identify chords i.e. groups of notes which begin and end together. In some MIDI files, groups of notes which are intended to be represented as chords may not have been sequenced with very similar durations. This is especially common in MIDI recordings of live performances. This can result in complex looking note groups. You can improve the readability of such note groups in the score by encouraging MidiIllustrator to make accurate chords out of notes which begin together but which may vary in duration.
Prevent Tie Notes Altogether	Enabling this option prevents the use of **any** tie notes in the score. This can make the score less 'honest' but has the benefit of rendering certain styles of music substantially easier to read. If you are especially interested in the note pitches of a piece rather than the note durations this can make live or unquantised MIDI recordings much more accessible.

When Can I Change Transcription Options for a Score?

Depending on how you want to use a particular kind of score you may wish to present the notation in a particular way. In order to facilitate this, MidiIllustrator provides a list of custom presentation modes. Depending on the style of the music this can have a dramatic effect on readability and playability.

Transcription options can be applied to a score at several different times:
1. When the score is being created as an import from a MIDI file, using the Score Transcription Wizard
2. After the score has been created (either from a MIDI file, or using the New Score program functions

), and you decide that different transcription rules should be applied to the open score from

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now on
3.After the score has been edited using Edit Mode - special rules apply in this case

In cases **(1)** and **(2)**, after you have chosen a set of transcription rules, MidiIllustrator will automatically try to apply these rules **every time** you manually change the score in any way (for instance if you delete a note or group of notes). In case **(3)** the rules are applied **only once** when they have been changed, and **never automatically** by MidiIllustrator (see the reasons for this below).

Note: Changing the presentation style of the score does not impact the playback of the score in any way. When you play the score you will always hear it as it was originally sequenced. Note timings and durations may appear differently in the score but the actual time and duration of the note sounds never changes.

Choosing Transcription Options AFTER a Score has been Created

After a score has been created from a MIDI file or using the New Score program functions , you may decide to retranscribe your score with new options to make sight reading a little easier, for example. You can do this at any time via the Transcription Options tab in Score Options.

Choosing Transcription Options AFTER a Score has Entered Edit Mode

After you have begun editing the score using Edit Mode, transcription rules are **no longer applied automatically**, in order that you may keep **complete control** over the score, and not have you editing decisions overridden by MidiIllustrator.

You can still apply "one off" conversions to the score to apply new transcription rules whenever you wish, however these new options will be only be applied to the score when you hit the OK button or APPLY button, and will not be applied automatically by MidiIllustrator at any time (this also means that each time you reopen the Transcription Options Dialog after a Score has Entered Edit Mode, the "Strict" setting is always selected automatically, even if you change it for a "one off" conversion).

Read more about editing a score for the first time.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.4.5.2 Notation

Command Location: Score Menu / Score Options / Notation Tab

Show/Hide Score Objects	**Bookmarks**	If you have inserted Bookmarks this check box allows you to show/hide them as desired.
	Chord Names	If you have inserted Chord Names this check box allows you to show/hide them as desired.
	Guitar Frets	If you have inserted Guitar Frets this check box allows you to show/hide them as desired.
	Free Text	If you have inserted Free Text items this check box allows you to show/hide them as desired.
	Expressions	If you have inserted Expressions this check box allows you to show/hide them as desired.

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<table>
<tr><td rowspan="11">Note Information:

Note Names
and
Finger Numbers</td><td colspan="2">Note Names and Finger Numbers are both kinds of 'per note information' which can be displayed on the score using the note information display preferences (see below).

Note Information Display Preferences</td></tr>
<tr><td>Show inside notes</td><td>You can also choose to have note information placed inside the note. In some circumstances (such as printing vs. window view), one layout may be easier to read than the other. Placing note information inside the notes also generate smaller scores for printing, as less horizontal/vertical space is needed to name each note. When note information is drawn inside the note, the text color is controlled by MidiIllustrator in order to maximize clarity.</td></tr>
<tr><td>Show to left of note</td><td>When this option has been selected the name will be displayed near each note on the score (see below for positioning options).</td></tr>
<tr><td colspan="2">Note that if both Note Names and Finger Numbers are set to display inside or to the left of the note, Finger Number display will override the Note Name. If you wish to show both Note Names and Finger Numbers for notes then one of the se information types can be shown inside the note, the other to the left of the note. Alternatively, show note information outside the staff.</td></tr>
<tr><td>Show outside staff</td><td>When note information is shown outside the staff it can be automatically arranged by MidiIllustrator to create the most compact score based on note positions, stem directions, voices and the note names/finger numbers relative to the owning note. Alternatively you can customize the display of note information to suit your needs.</td></tr>
<tr><td></td><td>Position automatically outside staff (recommended default): This is the recommended style for the most easily configured score with optimal spacing.</td></tr>
<tr><td></td><td>Position above the staff</td></tr>
<tr><td></td><td>Position below the staff</td></tr>
<tr><td></td><td>Always position voices separately above/below the staff: With multiple voices in a staff, separating the fingering above and below the score is recommended for clarity.</td></tr>
<tr><td></td><td>Show placeholder for non-fingered notes in part-fingered chord: When note names are shown, they are shown for all notes. However finger numbers may have been assigned to just a few of the notes in the score.</td></tr>
</table>

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		If only part of a given chord has been fingered and the finger numbers are displayed outside the staff (i.e. not next to their owner note) then it may be hard to tell which finger number pertains to which note. Showing a placeholder for non fingered notes in a chord will stack the finger numbers in the same way that the chord notes are vertically stacked, making it clearer which note owns which finger number.
	Maximizing Clarity of Note Information You may find that it helps to zoom in on the piece in order to see the note names/finger numbers clearly on the screen, or change the Print Size if you are printing your score. You may change the color and font of the note information fonts in the Fonts tab - experiment to see what looks best on your score. Fonts can also be Bold or Regular in size which may improve legibility. **Note Information Fonts** Two configurable fonts are used to display note information. The size of the Note Name/Finger Number font cannot be changed as the note names start to overlap the notation if they are bigger than the note 'heads' (especially on chords where many notes may overlap). For this reason, a Note Name/Finger Number is always roughly the same size as a note head.	
Notation	**Compress Empty Measures**	In order to make the best use of space on the screen or printed page, you can choose to Compress Empty Measures. MidiIllustrator will compress contiguous empty measures as long as the measures are: • completely empty i.e. none of the visible staves in the measure contain any notes; and • identical i.e. they share the same time signature, key signature, clef and bar ending This option is turned on by default.
	Show Bar Repeat Count	Display (where appropriate) above the measure the number of repeats which will be applied to a section repeat barline during playback.

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	Show Courtesy Accidental for Every Note	With this option enabled, the key signature is effectively repeated for each note on the score, making it much easier to remember to sharpen or flatten a particular note when performing a piece. Note that this 'global' command overrides the individual per note setting for displaying courtesy accidentals against notes (see Notes Menu and Entry Note Shows Courtesy Accidental); Unlike in standard notation, MidiIllustrator will not just assume that a sharp or flat 'holds' for the measure when this option is enabled. Instead, in a piece written in the key of G which contains a single sharp (for example), every single F in the score will be marked with its own accidental (sharp), even multiple F# notes in the same measure.
	Assign More Space To Longer Notes	You can choose to have MidiIllustrator allocate more space on a score to the longer notes than to the shorter notes as an aid to sight reading.
	Color Voices in Performance Mode	Applies distinctive colors to the different voices on the score when in Performance Mode. These colors are *always* applied in Edit Mode to make editing easier. Colors can be selected using the Color section of Score Options.
	Hide ALL upper/lower voice guide rests in Performance Mode	Hides all *automatically drawn* upper/lower voice 'guide' rests. See more information about Voice Guide Rests.
Playback	**Play Notes as Imported/ Recorded**	Play imported MIDI songs as they were originally performed, rather than adhering to the notated times displayed on the score. This allows playback of a recorded song as it was originally captured, even though the notation may have been 'tidied' by MidiIllustrator for easier reading (perhaps using Transcription Options). Note that this option only applies to scores which contain some original MIDI content or recording session data.

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Measure Numbers	You may customize if, and how, Measure Numbers (#) are displayed on the score. The display of measure numbers may be affected by the current 'view' (see below). The default setting is a Curved Box (which encloses the Measure Number) on Every Measure starting at Bar 1, but this can be changed using the three drop down boxes. The measure numbers can be set as follows: • None - no measures numbers will be displayed • Normal - measure numbers will not be enclosed • Boxed - measure numbers will be surrounded by a box • Curved Box - measure numbers will be surrounded by a curved box If None has been selected above, the 2 remaining drop down boxes will be grayed out, but they can be edited if Normal, Boxed or Curved Box has been selected. The options available are as follows: • Every Measure • Every System • Every Page • Every 5th Bar • Every 10^{th} Bar The third drop down box allows you to set a start point as follows: • From Bar 1 • From Bar 2 etc (depending on the number of bars in the piece) **Note that measure numbers are shown on ALL measures when in Scroll View as this information is useful for editing.**
Beat Marks and Numbers	As an aid to counting and understanding the rhythm of a score, MidiIllustrator can place small marks or numbers 'on the beat' above the top staff. If, for example, the time signature is 4:4, then four beat marks (or the numbers 1 to 4) will span the top of each measure. Displaying beat marks works well when the cursor is set to follow 'the nearest beat during playback'. You may customize the beat mark color to best highlight the location of the beats in the music. The Beat Marks can be customized using the three drop down boxes. The first drop down box provides the following options: • Hidden - The Beat Marks will not appear on the score. • Visible - The Beat Marks will be displayed on the score (except during Playback if the 'Countdown' option has been selected. See

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	the 'Note' below). • Playback Only - The Beat Marks will only appear on the score during Playback. If Hidden has been selected above, the two remaining drop down boxes will be grayed out, but they can be selected if Normal or Playback Only has been selected. The second drop down box allows you to display the Beat Marks on the: • Top Stave • All Staves The third drop down box offers two style options: • Static – whereby the Beat Marks stay in place as the music is played. • Countdown – whereby the Beat Marks disappear as they are passed in the score. The last drop down box offers two more style options: • **Markers** – whereby the Beat Marks are shown with triangular markers. • **Numbers** – whereby the Beat Marks are shown as numbers for each beat to help with counting. The default setting is 'Playback Only' on the 'Top Stave' with 'Countdown'. **Note:** You may wish to view the Beat Marks all the time, in which case you would select 'Visible' from the first drop down box, and they will be displayed on the score. However, if you then selected 'Countdown' from the third drop down box, the Beat Marks would disappear when they were passed in the score during Playback. Therefore, if you actually want the Beat Marks to be on display at all times, even during Playback, make sure you have selected 'Static' in the third drop down box as well as 'Normal' in the first.
Bookmarks	Allows you to customize any Bookmarks which have been placed on the score. The default setting is a Curved Box (which encloses the Bookmark), but this can be changed using the Bookmark drop down box. The options available are: • Normal – no surround • Boxed • Curve Boxed
Apply	The Apply button applies all the changes made to the score without the need to close the dialog box.

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5.4.5.3 Staff Tools and Namings

Command Location: Score Menu / Score Options / Staff Tools and Namings Tab

The Staff Tools and Namings tab allows you to make changes to the Staff Name and the Instrument Name on the current score, and to show/hide Staff Tools.

Show Tools	Allows you to show/hide the Staff Tools buttons on the left-hand side of the first system on the page. This option is only available in Window View.
Ensure Tools are Always Visible (i.e. even when hiding empty staves)	This option is used in conjunction with the following two commands: • Staff Tools • Hide Empty Staves You can choose to show or hide the 'Staff Tools' on the left of the first system on each page of the score. A set of Staff Tools is shown for each staff or staff in the score. If, however, you have chosen to hide staves which are empty (see 'Hide Empty Staves' below) then a given staff may be hidden in which case the Staff Tools cannot be shown for that particular staff. In order to ensure that you can always access the Staff Tools for all staves when you have opted to 'Hide Empty Staves' you should enable the item 'Ensure Staff Tools are Always Visible'. This will ensure that **all** the staves in the first system of each page will be visible whether empty or not and their corresponding Staff Tools will also be shown.

Show Namings	You can choose to display or to hide the names of the staves and the associated instruments on the screen and printed page using the Show Namings check box. The box is checked by default, as many users like to see this detail on the score, but there are times when you may wish to hide the names, e.g. if you wanted to fit more of the score onto the screen/printed page. This option overrides all of the other Name settings in the Staff Dialog tab.

The Window View and the 'Printer and Page View' dialogs allow you to customise the Window View and the Printer/Page Views respectively. Each dialog allows changes to be made to a) the First System on the Page and b) the Remaining Systems, as detailed below.

Staff & Instrument Names	Allows you to show/hide both the staff and instrument names e.g. Staff 1 Acoustic Grand Piano.
Staff Name	Allows you to show/hide the name of the staff e.g. Staff 1.
Instrument Name	Allows you to show/hide the name of the instrument e.g. Acoustic Grand Piano.
Use Short Names	This option determines whether the full or abbreviated staff/instrument name is displayed when namings are shown on the score. To edit the actual namings see Staff Namings. Full names might be 'Left Hand' and 'Acoustic Grand Piano' whereas shortened names might be 'Lft Hnd' and 'Aco Gra Pia'. For this option to work, however, the Staff Name and/or Instrument Name options **must** also have been selected. E.g. if you have chosen to hide the Staff Name and to show the Instrument Name, and you then select Use Short Names, only the Instrument Short Name will be displayed. To show the Short Staff Name as well, check the Staff Name box.

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Apply	The Apply button applies all the changes made to the score without the need to close the dialog box.

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5.4.5.4 Fonts

Command Location: Score Menu / Score Options / Fonts Tab

The Fonts tab allows you to customize the fonts used in the current score.

Default Fonts are for New Items Only

Many of the items displayed in the score are displayed as rich text objects in which case the font specified here is simply the font used **when creating a new rich text item**. These fonts are shown in the list with the word 'New Item Default' following the item name; e.g. "Staff Namings (New Item Default)". Item fonts and formatting for rich text items can subsequently be changed on a per-item basis using the Formatting Toolbar or the right-click context menu in the rich text editing boxes.

Applying the Default Font to All Score Items of a Particular Type

Once changes have been made to a default font and the Score Options Dialog is closed, you will be offered the chance to update all items in the score with the new default font you have assigned. Any formatting changes you have made to individual score items will be lost when the default font formatting is applied.

Changing a Font

Simply double-click the item that you wish to change (e.g. page title or staff namings) or select an item and click on the Modify button which will open the Font dialog. You can then select the font of your choice.

The Font Dialog

In addition to the settings found within the usual Windows font dialog there are some special settings used by MidiIllustrator.

Size/Auto-Size in proportion with print size	Most notation objects in the score are automatically sized by MidiIllustrator in order to keep them in proportion to other items in the score. When you zoom a score, these items are scaled automatically. You can increase or decrease the size of an item relative to other notation items by changing its font size. MidiIllustrator will still scale your items relatively when you increase the Print Size of the score, however if you wish to fix the size of certain fonts so that they do not scale in proportion with the rest of the notation, then uncheck the **Auto-Size in proportion with print size** checkbox. Note that changing print size is different to zooming. For more information on this topic see Zooming vs Print Size. **Note Information Fonts**

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	There are two Note Information fonts used to display Note Names and Finger Numbers on the score: • Note Information - Inside/Left of note: used when Note Names/Finger Numbers are shown with their owner note • Note Information - Outside staff: used when Note Names/Finger Numbers are shown with their owner note For both of these fonts, the font size is constrained in order to ensure that the note names do not overlap the surrounding notation. Change the zoom or the Print Size to increase the size of note names/finger numbers along with note head sizes. Similarly, the size of Guitar Frets is fixed and managed by MidiIllustrator.

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5.4.5.5 Colours, Textures and Backgrounds

Command Location: Score Menu / Score Options / Color Tab

The Colors, Textures and Backgrounds tab allows you to change the following score attributes:
- Colors of the various components of the score (eg note and cursor colors).
- Add texture and quality to your score manuscript using score textures which color the page beneath the notation. The 'texture' bitmap used to texture the score page when viewing and printing scores. Several textures are supplied with MidiIllustrator in the 'resources' folder.
- Custom score backgrounds allow you to add a personal feel to your MidiIllustrator working environment. The 'background' bitmap used to fill the background behind the score document when zoomed out in Page View. Several backgrounds are supplied with MidiIllustrator in the 'resources' folder.

Colors

To change the default color of an item, simply select the item in the list, click on the ‘Modify’ button, and choose a new color from the Color palette. Then click ‘OK’, and either ‘Apply’ or ‘OK’ in the Color tab for the changes to take effect on the score.

Textures

To change the page texture of a score, simply select 'Page' in the list, click on the ‘Choose Texture’ button, and choose a new bitmap from your hard disk. To remove a texture and use the default plain color, click the 'Clear Texture' button.

Backgrounds

To change the background of a score, simply select 'Background' in the list, click on the ‘Choose Texture’ button, and choose a new bitmap from your hard disk. To remove a background and use the default plain color, click the 'Clear Texture' button.

Make Your Own Textures and Backgrounds

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You can create your own image files for use as MidiIllustrator textures. Simply create a Windows bitmap file with no more than 256 colors, and place a copy in the appropriate resource folder inside the application's "Resources" folder Files, usually found in the **active user 'Documents' folder**, in the *"Rallentando Software\MidiIllustrator..."* sub-folder.

Apply	The Apply button applies all the changes made to the score without the need to close the dialog box.

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5.4.5.6 Print Margins

Command Location: Score Menu / Score Options / Print Tab

The Print Margins tab enables you to make changes to the page margins on the selected score.

Top, Bottom, Left, Right	These boxes display the distance between the edges of the page and the start of the text/notation in terms of the unit selected in the Unit drop down box. E.g. if there is a figure of 14.00 in the Top box when the Unit selected is Millimetres (mm) the text/notation will start 14mm from the top of the page. If the Units are changed, e.g. to Centimetres, then the figure in the Top box will be adjusted accordingly and in this case will be displayed as 1.40. The value for each margin can be increased/decreased by clicking on the left and right arrows on the right-hand side of the box.
Units	There are three choices of unit as follows: • Millimetres • Centimetres • Inches Millimetres is set as the default unit.
Set Minimum Margins for Current Printer	This button automatically calculates the minimum margins that can be applied to the page and resets the figures in the four margin boxes accordingly.
Apply	The Apply button applies all the changes made to the score without the need to close the dialog box.

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5.4.5.7 Print Layout

Command Location: Score Menu / Score Options / Print Layout Tab

The Print Layout tab allows you to configure particular aspects of the printed page.

The Print Display Window is made up of two check boxes:

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Use notation colors on printed pages	This check box enables you to choose whether to print any colored sections of the score as they are represented on the screen (Window View) or in black and white. This option can be particularly useful if you have a color printer, and you are using color on the screen to enhance readability, yet would like to print your scores in black and white to save ink. These settings are applied in Page View (Print Preview) enabling you to see the final result prior to printing.
Use page textures on printed pages	This check box enables you to choose whether to print any page texture you have chosen. This option can be particularly useful if you have a color printer, and you are using color on the screen to enhance readability, yet would like to print your scores in black and white to save ink. These settings are applied in Page View (Print Preview) enabling you to see the final result prior to printing.
Score Titles	This check box allows you to choose between displaying or hiding the various score titles on the printed page. • **Score Title** (top of the first page) • **Copyright** (not displayed on the score) • **Composer** (beneath the title, right side, first page) • **Reference** (beneath the title, left side, first page) • **Footer** (bottom of the page, first page and all remaining pages) • **Header** (top of the page, first page and all remaining pages) See Score Titles for more information.

Print Size	The dimensions of all the objects on the printed page are set based on the 'print size'. The 'print size' in points equates to the height of a note head. The 'Print Size (in points)' box will show the figure of 5 by default but this can be adjusted using the left and right arrows on the right-hand side of the box. Print size is quite different to zooming. For more information on this topic see Zooming vs Print Size. The print size effectively determines the physical size of the notation **relative** to the paper you are printing on. If you reduce the point figure the entire score will shrink relative to the size of the page, and conversely, the higher the number, the larger the score becomes. E.g. if you increase the figure from 5 to 10 the

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	score may jump from its original length of two pages to four pages, and if you shrink it the score may go from being two pages long to fitting on half a page. Note: These values only affect Page View and Printed Pages.
Apply	The Apply button applies all the changes made to the score without the need to close the dialog box.

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5.5 Staves menu

The Staves menu offers the following commands:

Staff Manager	Opens the Staff Manager dialog box.
Choose Staff Instrument	Opens the MIDI Staff Instrument Setup dialog box.
Show Staff Namings	Shows/Hides the Staff Namings.
Staff Tools	**Show Staff Tools** Shows/Hides the Staff Tools. **Ensure Staff Tools are Always Visible** This option is used in conjunction with the following two commands: • **Show Staff Tools** • **Hide Empty Portions of Staves** You can choose to show or hide the 'Staff Tools' on the left of the first system on each page of the score. A set of Staff Tools is shown for each staff or staff in the score. If, however, you have chosen to hide portions of staves which are empty (see '**Hide Empty Portions of Staves**' below) then the first system of a given staff may be hidden in which case the Staff Tools cannot be shown for that particular staff. In order to ensure that you can always access the Staff Tools for all staves when you have opted to '**Hide Empty Portions of Staves**' you should enable the item '**Ensure Staff Tools are Always Visible**'. This will ensure that **all** the staves in the first system of each page will be visible whether empty or not and their corresponding Staff Tools will also be shown.
Show All Staves Now (inc. empty portions)	Show all hidden staves, and also show empty portions of those staves.
Hide Completely Empty Staves Now	Hides (makes inactive) all staves which contain no music, lyrics or other musical information.
Hide Empty Portions of Staves	Shows/Hides Empty portions of "Active" Staves. When a piece of music contains empty staves (i.e. staves that do not contain any notes,

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	lyrics, bookmarks, chord names or guitar frets) MidiIllustrator gives you the option to 'hide' these empty portions so they no longer appear on the score. Note that this is not the same as hiding a staff. If you hide a staff (or MIDI track) none of its corresponding staves will be shown in the score, empty or otherwise. Hiding empty portions of staves on the other hand allows you to keep all your staves visible but will only display 'populated' staves for each staff. If, for example, only the piano part is playing in the early stages of a score and the other instruments in the score are silent until the piano solo has completed, then MidiIllustrator will only show the piano part on the screen in those measures which span its solo. Other parts will not be shown until later in the score. The benefit of hiding empty staves is that the score becomes easier to read as there is less 'clutter' on the page. It also allows you to fit more of the music that you are interested in on to the screen. This is especially useful when playing back multi-staff orchestral pieces. When an instrument in the score is not playing its staff can be hidden providing more room for the active instruments. Note that: • Hiding empty staves can impact the display of the Staff Tools see '**Ensure Staff Tools are Always Visible**' above. • Empty Portions of Staves are *always* shown whilst in Edit Mode to make editing easier - see this Note about Edit Mode and Printing.
Split Staff	Opens the Split Staff dialog box.
Merge Staves	Opens the Merge Staves dialog box.
Merge All Staves into One	Merges all the staves in the score into one staff.

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5.5.1 Staff Manager Dialog

Command Location: Staves Menu

The Staff Manager displays information about all the staves in the score and allows you to:
1. Change the underlying MIDI properties of each staff in the score (**MIDI Configuration Tab**)
2. Alter the staff display and playback features (**Display and Playback Tab**)

3. Assign the instrument playing hand to be used when calculating fingering and showing Performing Hands on the On Screen Piano Keyboard (**Display and Playback Tab**). MidiIllustrator will initially assign a hand to use when fingering a given staff based on an analysis of the clefs used in the staff.
4. Edit the staff namings (**Staff Namings Tab**)
5. reorder, add, copy and remove staves

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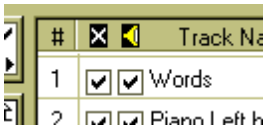
The Staff Manager dialog is made up of three tabs (MIDI Configuration, Display and Playback and Staff Namings) and a Staff Display Window. The window lists each of the staves contained within the MIDI file and displays their details.

Apply/Apply Now	**The Apply button** applies all of the changes made to the staff/staves without the need to close the dialog box by hitting the OK button. E.g. If you hide a selected staff and rearrange the order of the remaining staves these changes will not be reflected on the score until you press the Apply button. If you would like your changes to be made immediately use **The Apply Now button**. When this button is used any changes made to the staves will be reflected on the score right away, without the need to click the Apply button.

The buttons on the left-hand side of the window can be used to edit selected staves, either individually or in groups (simply hold down the shift key as you select the staves for your group).

	Opens the Staff Options menu and enables you to do the following: • Mute – all staves, none of the staves and selected staves • Visibility – show all staves, hide all staves and hide selected staves • Select – all staves and none of the staves • Columns – autosize column widths
	Allows you to move selected staves to a higher position on the score.
	Allows you to move selected staves to a lower position on the score.
	Adds a new staff.
	Deletes the selected staff.
	Makes a copy of the selected staff and inserts it as a new staff. All staff information and notation is copied to the new staff, including: • **Staff name** • **Instrument** • **Key signatures** • **Clefs** • **Notes** • **Lyrics** • **Free Text** (note that only 'measure & staff anchored' Free Text items are copied to the new staff, 'page anchored' items and 'measure anchored' items are not copied) • **Expressions** and any associated **MIDI playback changes** (note that any tempo Expressions and hidden tempo MIDI events are not copied to the new staff as tempo instructions are typically stored only in the top staff) If you wish to copy **only** the notation from one staff to another (and not the staff instrument and other properties), then you might try Selecting Entire Staves in Power Edit Mode instead.

In addition, within the Staff Display Window, the following buttons may be used to hide or to mute selected staves.



Using the check box columns marked overhead with a cross (x) and a speaker, selected staves can be hidden/shown and muted/unmuted. The first column is the hide/show function and the second the mute function.

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5.5.1.1 MIDI Configuration

Command Location: Staves Menu / Staff Manager

This dialog allows you to change the underlying MIDI properties of a file (e.g. the MIDI device or the instrument for a selected staff or staves). Any changes made will be reflected in the Staff Display Window.

Device	Assuming more than one device is available, others can be selected using this drop down box. To change the list of devices see the MIDI Playback tab in Program Options. If you select the "**Default Device**" entry in the list then MidiIllustrator will always use the default playback device as chosen in the MIDI Playback tab in Program Options. Whenever you change this default playback device, MidiIllustrator will automatically play any scores with the new playback device (if they were saved with the "Default Device" as the staff instrument device). **Using multiple MIDI devices for playback** MidiIllustrator supports the playback of a single file using multiple MIDI devices. You may, for example, wish to direct a particular instrument in the score, such as a piano, to an external MIDI module, whilst directing the remaining orchestral parts to your computer soundcard. As long as you have made more than one device available for playback in the MIDI Playback section of the Program Options dialog, you can use different MIDI devices on each staff within the score. This is a powerful feature which requires additional processing power and is not necessarily available on all Windows computers. If you experience slow or choppy playback whilst using multiple MIDI devices, try selecting a common MIDI device for all staves to improve performance.
Channel	Any channel from 1 to 16 may be selected from the drop down box. Note: Generally Channel 10 is used to play a particular group of drum instruments. If a given staff is using Channel 10, then MidiIllustrator will assume it contains drum notes. For more information see the MIDI Channels and Drum Instruments section.
Transpose (note **sounds** only)	This drop down box enables you to transpose the note **sounds** on a selected staff from as little as one half step to as much as 24 half steps up or down. This command is also available in the Staff Instrument Dialog. This command only affects the **sound** of notes during playback. Note positions on the score are unchanged. To transpose and reposition notes on the score (perhaps with a new key signature), see the Transpose Dialog.
Instrument Patch	There may be up to 128 instruments available, any one of which may be selected for a specific staff or staves. The list of available instruments may change depending on the MIDI channel you have selected for the staff. To learn more about this see the MIDI Channels and Drum Instruments section.

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Volume	This is the starting volume for the staff (you may add volume MIDI events later in the score using the Expressions Dialog). When the volume box is checked, the volume may be changed using either the drop down box, or the left and right arrows on the right-hand side of the volume display. The range is 0 (muted) to 127 (maximum volume). The default setting for MIDI staves that do not specify a value for volume is 64.
Pan	This is the starting pan for the staff (you may add pan MIDI events later in the score using the Expressions Dialog). A pan setting of 64 means that the stereo balance is equal on the left and right channels, and this is the default behaviour for MIDI staves that do not specify a value for stereo pan. You may wish to change the stereo balance so that it is higher or lower on one side, and this can be done using either the drop down box, or the left and right arrows to change the default figure. The lower the number the more the balance is on the left channel, and conversely the higher the number the more the balance is on the right channel.
Bank 0	Allows you to access different banks on the current MIDI device using the Coarse Adjust Method (#0). For more information see Bank Select.
Bank 32	Allows you to access different banks on the current MIDI device using the Fine Adjust Method (#32). For more information see Bank Select.

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5.5.1.1.1 bank, bank 0, bank 32

Command Location: Staves Menu / Staff Manager

Some MIDI devices contain more than 128 instruments. MIDI Patch (instrument) commands only allow you to select between 128 instruments. The Bank Select method allows you to switch between banks of 128 instruments.

For example, if a MIDI device has 256 instruments they will likely be divided into two banks, each of 128 instruments. In order to access instrument number 129, you would have to access the first instrument in the second bank. You would therefore send a bank select message to switch to the second bank on the MIDI device, followed by a patch message to switch to the first instrument in the current bank.

Most devices use only the Bank 0 select method, but you can use the Bank 32 method to access devices with more than 128 banks.

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5.5.1.2 Display and Playback

Command Location: Staves Menu / Staff Manager

Specific features of selected staves may be altered using this dialog. All changes made to the staves will be reflected in the Staff Display Window.

Sound	Sound on a selected staff or staves may be turned on or off (muted).
Staff Visibility	Selected staves can be shown or hidden.
Hide Empty Staves on this Staff	Empty staves on this staff may be shown or hidden. See Hide Empty Portions of Staves in the Show/Hide section for more information.
Show Lyrics on this staff	If there are Lyrics within the score, they can be shown or hidden.

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5.5.1.3 Staff Namings

Command Location: Staves Menu / Staff Manager

Displays both the Full Name ('Name') and the Short Name of the selected staff, e.g. the name may be 'Staff 1 (Acoustic Grand Piano)' with a short name of 'Trk 1 (Aco Gra Pia)'. Both the Name and Short Name may be edited.

Staff namings are displayed as rich text objects so font formatting is possible using the right-click context menu in the edit boxes.

It is useful to have the two name types as you may, at times, only wish to display the short name of the staff on the score (see Staff Tools and Namings) rather than the Full Name.

The instrument name for the staff can be edited but it will be set to the chosen instrument whenever a new instrument patch is selected in Staff Manager or the Instrument dialog.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.5.2 Staff tools and namings

Command Location: Score Menu / Score Options / Staff Tools and Namings Tab

The Staff Tools and Namings tab allows you to make changes to the Staff Name and the Instrument Name on the current score, and to show/hide Staff Tools.

Show Tools	Allows you to show/hide the Staff Tools buttons on the left-hand side of the first system on the page. This option is only available in Window View.
Ensure Tools are Always Visible (i.e. even when hiding empty staves)	This option is used in conjunction with the following two commands: • Staff Tools • Hide Empty Staves

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	You can choose to show or hide the 'Staff Tools' on the left of the first system on each page of the score. A set of Staff Tools is shown for each staff or staff in the score. If, however, you have chosen to hide staves which are empty (see 'Hide Empty Staves' below) then a given staff may be hidden in which case the Staff Tools cannot be shown for that particular staff. In order to ensure that you can always access the Staff Tools for all staves when you have opted to 'Hide Empty Staves' you should enable the item 'Ensure Staff Tools are Always Visible'. This will ensure that **all** the staves in the first system of each page will be visible whether empty or not and their corresponding Staff Tools will also be shown.

Show Namings	You can choose to display or to hide the names of the staves and the associated instruments on the screen and printed page using the Show Namings check box. The box is checked by default, as many users like to see this detail on the score, but there are times when you may wish to hide the names, e.g. if you wanted to fit more of the score onto the screen/printed page. This option overrides all of the other Name settings in the Staff Dialog tab.

The Window View and the 'Printer and Page View' dialogs allow you to customise the Window View and the Printer/Page Views respectively. Each dialog allows changes to be made to a) the First System on the Page and b) the Remaining Systems, as detailed below.

Staff & Instrument Names	Allows you to show/hide both the staff and instrument names e.g. Staff 1 Acoustic Grand Piano.
Staff Name	Allows you to show/hide the name of the staff e.g. Staff 1.
Instrument Name	Allows you to show/hide the name of the instrument e.g. Acoustic Grand Piano.
Use Short Names	This option determines whether the full or abbreviated staff/instrument name is displayed when namings are shown on the score. To edit the actual namings see Staff Namings. Full names might be 'Left Hand' and 'Acoustic Grand Piano' whereas shortened names might be 'Lft Hnd' and 'Aco Gra Pia'. For this option to work, however, the Staff Name and/or Instrument Name options **must** also have been selected. E.g. if you have chosen to hide the Staff Name and to show the Instrument Name, and you then select Use Short Names, only the Instrument Short Name will be displayed. To show the Short Staff Name as well, check the Staff Name box.

Apply	The Apply button applies all the changes made to the score without the need to close the dialog box.

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5.5.3 Instrument Dialog

Command Location: Staves Menu / Choose Staff Instrument

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There are 3 types of 'Instrument' Dialog:
- The Staff Instrument Dialog (details below)
- The Metronome Instrument Dialog
- The Echo Instrument Dialog

The Staff Instrument dialog allows you to:
- change the underlying MIDI properties of a staff, e.g. the instrument or volume setting;
- alter the staff display and playback features; and
- edit the staff namings.

The dialog is very similar to Staff Manager but the key difference is that **the Staff Instrument dialog can be opened during playback** (via the Staves Menu or Staff Tools) and certain staff properties may be edited 'on the fly'. The Staff Manager cannot be opened during playback.

Apply/Apply Now	**The Apply button** applies all of the changes made without the need to close the dialog box by hitting the OK button. If you would like your changes to be made immediately, use **The Apply Now button**. When this button is used any changes made to the staves will be reflected on the score straightaway, without the need to click the Apply button. **Applying Instrument Changes Quickly** As well as using the **Apply/Apply Now** buttons, you can instantly apply instrument changes by double-clicking an instrument name in the instrument list. If the **Apply** button is available, double-clicking the list will have the effect of pressing this button, effecting the new instrument immediately.
Name	Displays the Full Name of the selected staff, e.g. Staff 1 (Acoustic Grand Piano). The Name may be edited. Staff namings are displayed as rich text objects so font formatting is possible using the right-click context menu in the edit boxes.
Short	Displays the Short Name of the selected staff, e.g. a staff with the full name of 'Staff 1 (Acoustic Grand Piano)' may have 'Aco Gra Pia' as its short name. The Short Name may be edited.
Device	Assuming more than one device is available, others can be selected using this drop down box. To change the list of devices see the MIDI Playback tab in Program Options.
Channel	Any channel from 1 to 16 may be selected from the drop down box. Note: Generally Channel 10 is used to play a particular group of drum instruments. If a given staff is using Channel 10, then MidiIllustrator will assume it contains drum notes. For more information see the MIDI Channels and Drum Instruments section.
Transpose	This drop down box enables you to transpose only the note *sounds* on a selected staff. See Transpose note sounds in the MIDI Configuration section of the Staff Manager Dialog for more information.
Bank 0	Allows you to access different banks on the current MIDI device using the Coarse Adjust Method (#0). For more information see Bank Select.
Bank 32	Allows you to access different banks on the current MIDI device using the Fine Adjust Method (#32). For more information see Bank Select.
Volume Level	The volume level can be changed using the slide control. The range is 0 (muted) to 127 (maximum volume). The default setting for MIDI files that do not specify a value for volume is 64.

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Pan	A pan setting of 64 means that the stereo balance is equal on the left and right channels, and this is the default behaviour for MIDI files that do not specify a value for pan. You may wish to change the stereo balance so that it is higher or lower on one side using the slide control. The lower the number the more the balance is on the left channel, and conversely the higher the number the more the balance is on the right channel.
Audition Instrument	When an instrument has been selected from the Instrument Display Window, press this button to hear what the instrument sounds like.
Instrument	The Instrument Display Window lists up to 128 instruments, any one of which may be selected for a specific staff or staves.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.5.4 Split Staves Dialog

Command Location: Staves Menu / Split Staves

The Split Staves dialog allows you to divide a single staff into two separate staves. One of the reasons you may wish to split a staff is because the left and right hands on piano scores are often recorded on a single MIDI staff and need to be split before being played.

Staves can be split automatically (recommended) or manually using the Range method. Using the automatic method, MidiIllustrator conducts an extensive analysis of the score and splits the staff based on chord structures and hand positions, as well as the pitch. The Range method allows you to select only the pitch criteria upon which the staff will be split, and is generally not recommended.

Automatic	If you want MidiIllustrator to analyse the score and to determine the best split for the staff, simply select the staff from the Staff Display Window, then select the 'Automatic' option and press 'OK'. The main benefit of this method is that MidiIllustrator analyses the music, and when deciding how to split a given staff it takes account of chord shapes and patterns, as well as determining the hand positions required to play these structures most easily.
Range	To split a staff using the Range method, simply select the staff from the Staff Display Window and choose the Range option. You then have a choice of which note to use as the reference point for the split and you need to decide whether the split should be based on all notes above or below that note. E.g. You may decide that all notes above C3 should be placed on a separate staff. The main benefit of this method is that you can determine the exact basis for the split yourself. No account is given to the musical structure of the score when using this method.

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5.5.5 Merge Staves Dialog

Command Location: Staves Menu / Merge Staves

The Merge Staves dialog allows you to merge two or more staves into a single staff.

The dialog consists of a Staff Display Window, which displays the staves available for merging, and a drop down box from which you can select the staff into which the other staff/staves are to be merged.

For example, if you wanted to merge Staff 1 into Staff 2, you would select Staff 1 from the Staff Display Window and Staff 2 from the drop down box at the bottom of the dialog and press 'Merge'. If you wanted to merge more than one staff into Staff 2, say Staff 1 and Staff 3, you would simply hold down the 'Ctrl' key as you select Staves 1 and 3.

It is important to remember when deciding which staves should be merged, that if the instruments on the staves are different, only the staff into which the other staff/staves are to be merged will retain its MIDI configuration (e.g. instrument, device etc).

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.5.6 Staff Tools

Command Location: Score Menu / Show/Hide

The Staff Tools allow you to quickly access and change the properties of a single staff in the score. Each visible staff in the score has its own set of Staff Tools.

MidiIllustrator Player note: Only the Play/Mute/Solo staff tool is available in MidiIllustrator Player.

The Staves Tools comprise the following buttons:

A left click on this button toggles between the **Play** and the **Mute** commands. If the **Mute** command is selected, the staff will not be played during playback. When the staff is set to **Play**, the button and the notes on the staff will be shown in black. When the **Mute** function has been selected the button will grey out as will the notes on that staff.

A right click toggles between Play All Staves and the **Solo** mode. If the **Solo** option is selected then only this staff will be selected for playback and the other staves will be muted automatically (and greyed out). A black 'S' will appear on the note when **Solo** mode has been selected, and the black 'tick' will be displayed when Play All Staves has been selected.

A left click on this button opens the Staff Instrument dialog which allows you to change the various properties of the selected staff, e.g. the instrument or volume setting.

A right click opens the Staff Manager dialog with the appropriate staff selected. The Staff Manager dialog allows you to change, amongst other settings, the underlying MIDI properties of a file and the staff display and playback features.

A left click on this button selects the staff, which can be useful when applying commands such as Split Staves and Merge Staves. As in Windows Explorer, if you wish to select all staves within a specific section of the score, simply hold down the 'Shift' button on your

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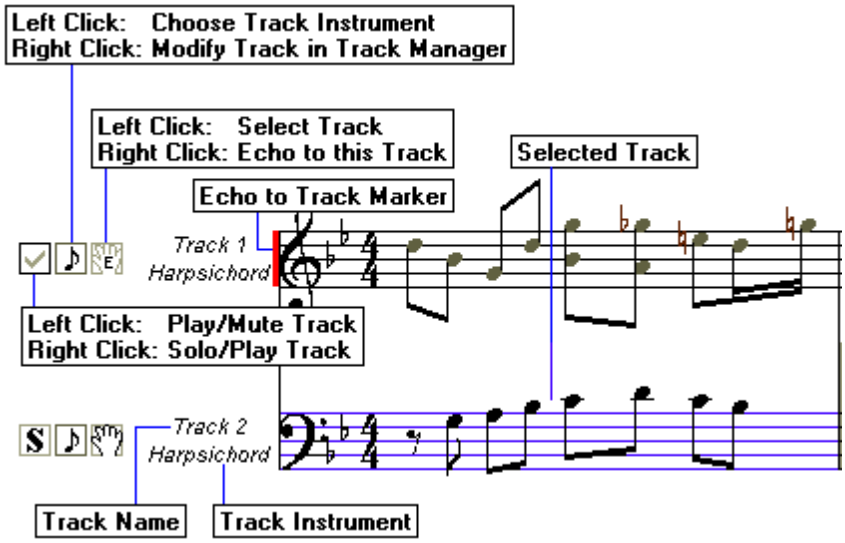
keyboard as you select the two staves on either side of the selection and all of the staves in between will also be selected. This is faster than clicking on each staff's Staff Tools 'Selection' button individually. To deselect staves, hit the 'Escape' button on your keyboard.

In the Select Staves mode, the color of the stave lines of the selected staff will change to the 'selected staff' color which can be set in the Color section of Score Options, and the button will turn black.

A right click will turn on MIDI Echo enabling MIDI data received from an external MIDI device to be 'echoed' to that staff's instrument. A thick colored line will appear on the left-hand side of the clef and an 'E' will appear on the button when this mode has been selected.

The screen shot below provides a summary of the Staff Tools:



View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.6 Measures menu

The Measures menu offers the following commands when the cursor is in an active part of the score:

Clef	Opens the Set Clef for Measures dialog allowing you to edit the clef in a range of measures.
Key Signature	Opens the Edit Key dialog allowing you to edit the key in a range of measures.
Time Signature	Opens the Edit Time Signature dialog allowing you to edit the time signature in a range of measures.
Starting Tempo	Opens the Tempo dialog allowing you to set the starting tempo for the score (you may add tempo MIDI events later in the score using the Expressions Dialog).
Transpose Notes	Opens the Transpose Notes dialog allowing you to transpose notes in a range of measures.
Compress Empty Measures	Make the best use of space on the screen or printed page, by choosing to show identical, empty measures as a single measure
View Measure Range	Opens the Range of Measures to Display dialog allowing you to choose the range of measures that you want displayed on the score.
Add/Insert	Opens the Add Measures dialog allowing you to add measures to the

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Measures	score.
Remove Measures	Opens the Range of Measures to Remove dialog allowing you to select the range of measures that you want to delete from the score.
Split Measures	Splits the current measure in two (or, inserts a barline).
Join Measures	Joins the current measure to the next measure.
Show Measure Numbers	Displays/hides numbering above each measure on the score using your Score Options settings.
Choose Barlines & Endings	Opens the barline and ending selection dialog for the current measure.
Set Ending	Opens the ending dialog for the current measure.
Barline Left/ Right	Edits the barline settings for the current measure (including any special endings such as repeats)
Show Barline Repeat Count	Displays above the measure (when appropriate) the number of repeats which will be applied to a section repeat barline during playback.

View the Help Contents Page. Visit the MidiIllustrator Website at http:// www.MidiIllustrator.com.

5.6.1 Clef Dialog

Command Location: Measures Menu / Clef

MidiIllustrator automatically chooses the best clef for each stave/measure in a new score. The Clef dialog allows you to change the clef in the following ways:
- in all the measures on the score;
- from the current measure to the next clef change; and
- between specific measures.

When you change a clef, MidiIllustrator automatically repositions notes on the stave with regard to the new pitch structure of each clef.

Clicking the drop down box will display as many clefs as possible on the screen for quick selection.

Choose from 8 clefs:
- Treble Clef
- Bass Clef
- Alto Clef
- Tenor Clef
- Octave Adjusted Treble Clef (Higher)
- Octave Adjusted Treble Clef (Lower)
- Octave Adjusted Bass Clef (Lower)
- Neutral Clef

Apply	Allows you to experiment with new settings, applying current values to the score whilst leaving the dialog open for any future changes.
Undo Changes	Allows you to instantly undo any changes made to the score since the dialog was opened, useful for auditioning and reversing changes with the Apply button.

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5.6.2 Key Dialog

Command Location: Measures Menu / Key Signature

The Key dialog allows you to change the key signature:
- in all the measures on the score
- from the current measure to the next key change
- between specific measures.

Remember that only the notation is changed and that the underlying note sounds are not. If you want to change note pitches you should use the Transpose dialog.

Clicking the drop down box will display as many keys as possible on the screen for quick selection.

Guess Key	Allows MidiIllustrator to analyse the piece and then determine the most appropriate key signature for the score, or you can choose the key yourself. There are two ways of choosing the key, either by using the left and right arrows on the right of the Key Signature Graphical Display and clicking through until you find your desired key, or by selecting a major or minor key from the drop down boxes located below the Key Signature Graphical Display.
Apply	Allows you to experiment with new settings, applying current values to the score whilst leaving the dialog open for any future changes.
Undo Changes	Allows you to instantly undo any changes made to the score since the dialog was opened, useful for auditioning and reversing changes with the Apply button.
Apply new key to all staves	Enables you to change the key on all staves in the piece rather than just the selected staff.

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5.6.3 Time Signature

Command Location: Measures Menu

This tool allows you to change the time signature for a range of measures in the score. MidiIllustrator can intelligently reorganize music in the score as necessary to allow time signature insertions which would otherwise upset the existing rhythmic structure of the music.

The time signature dialog allows you to change the time signature:
- for all the measures on the score
- from the current measure to the next time signature change
- between specific measures

Protecting the Existing Rhythmic Structure

Time signature changes affect the location of barlines, beats and the resulting notation

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(such as beaming and tying). In order to limit these effects to only the desired score range, MidiIllustrator will try to protect existing time signatures *ahead* of the rhythmic range you are editing. This is achieved by extending the score and shifting sections of the music to make room for the new rhythm range, rather than simply overwriting any existing meter values. For this reason, complex time signature changes can result in *changes to the timings* of individual notes and other notation events as measures are extended accordingly (the price of keeping existing meter intact).

Choosing a New Time Signature

To change the numerator (Number of Beats) and denominator (Beat Duration) of the time signature, click the buttons under the signature display graphic.

Apply	Allows you to experiment with new settings, applying current values to the score whilst leaving the dialog open for any future changes.
Undo Changes	Allows you to instantly undo any changes made to the score since the dialog was opened, useful for auditioning and reversing changes with the Apply button.

MIDI Files and Time Signatures

Sometimes, MIDI files do not supply a time signature to MidiIllustrator during import (especially those recorded from a live instrument performance). In these cases MidiIllustrator automatically assigns a time signature. You can change this automatic assignment at any time with the time signature dialog.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.6.4 Tempo

Command Location: Measures Menu

Allows you to set the starting tempo for the score.

Note: The starting tempo is not displayed on the score. You may also add tempo marks and tempo changes (including MIDI events) later in the score using the Expressions Dialog.

Remove all hidden tempo events	An imported MIDI score may contain MIDI tempo events at any point in the score, and these are not shown on the score even though they control playback speed. Check this option to remove these hidden tempo events. This option does not remove MIDI tempo events created associated with Expressions.

MIDI Files and Tempo

Sometimes, MIDI files do not supply a time signature to MidiIllustrator during import (especially those recorded from a live instrument performance). In these cases MidiIllustrator automatically assigns a tempo. You can change this automatic assignment at any time with the tempo dialog.

Note: You can also save a score with modified master tempo.

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5.6.5 Transpose Dialog

Command Location: Measures Menu / Transpose

The Transpose dialog allows you to transpose the notes in some or all of the measures in the score. If you would like to transpose **only note sounds** as they are played, but leave notes where they are on the staff, see Transpose note sounds in the MIDI Configuration section of the Staff Manager Dialog.

Using the Transpose dialog, notes may be transposed:
- in all the measures on the score;
- from the current measure to the next key change; and
- between specific measures.

Transposing notes

There are four ways to transpose notes:
1. by using the left and right arrows on the right of the Key Signature Graphical Display and by clicking through until you find your desired key;
2. by selecting a major or minor key from the drop down boxes located below the Key Signature Graphical Display;
3. by shifting notes by a selected number of half steps either up or down towards the bottom of the dialog box; or
4. by checking the 'Transpose entire piece to key closest to C Major (minimize accidentals)' box.

Apply new key to ALL staves	Enables you to change the key on all staves in the piece rather than just the selected staff.
Apply	Allows you to experiment with new settings, applying current values to the score whilst leaving the dialog open for any future changes.
Undo Changes	Allows you to instantly undo any changes made to the score since the dialog was opened, useful for auditioning and reversing changes with the Apply button.
Do not transpose Drum notes:	MIDI Channel 10 is generally used to play a particular group of drum instruments. These drums use MIDI information in a different way to other instruments. Transposing these drums may have undesirable effects, so you can opt to leave drum notes as they are when transposing the rest of the score. If a given staff is using Channel 10 then MidiIllustrator will assume it contains drum notes. For more information see the MIDI Channels and Drum Instruments section.
Recalculate existing Chords/Guitar Frets	If the score is displaying chord names and/or guitar frets, these chord values will be automatically recalculated (based on the newly transposed notation) when the transposition is complete.

Select Current Key	Analyses the piece to determine the key it is currently in.

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Transpose entire piece to key closest to C Major (minimize accidentals)	Transposes the piece to the key closest to C Major, thereby simplifying the notation as much as possible and making the piece as easy to play as possible.

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5.6.6 Viewing a Range of Measures

Command Location: Measures Menu

The Measure Range dialog allows you to select a specific range of measures for printing or display on the screen.

This command is available in Performance Mode and Layout Mode only. In Edit Mode, all measures are shown at all times.

The current measure total is shown. When you choose a new range, measures outside that range are temporarily hidden (not deleted).

You may, for example, want to focus on a particular part of the selected piece, say from the beginning of measure 3 to the end of measure 11, and by entering the starting point of your selected range in the 'First' box and the ending point in the 'Last' box, which in this case would be 3 and 11 respectively, this range of measures will be displayed on the screen. If you only wish to display one measure, say measure 4, you would simply enter '4' in both in the 'First' and 'Last' boxes, and only that measure will be displayed.

If you subsequently decide to focus on a different section of the piece you would simply change the range of measures that you had entered into the 'First' and 'Last' boxes. To revert to the original score, simply click on the 'Show All' button which will show all of the measures in the score.

Practicing a range of measures

If you wish to practice a specific part of the score you may find it useful to create a Practice Session for the specific measure range rather than using this dialog.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.6.7 Add/Insert Measures

Command Location: Measures Menu

The Add / Insert Measures dialog allows you to add measures to the end of the score, or insert a number of new measures before the current measure.

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5.6.8 Removing a range of Measures

Command Location: Measures Menu

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The Remove Measures dialog allows you to select a range of measures for deletion from the score.

Typically, you may want to remove the empty 'lead in' measures which are sometimes found at the very beginning of the score. You may, however, also wish to reduce the size of a particular score, or simply remove sections which are not of interest to you.

Note that rather than removing measures from the score, you may find it more convenient to simply view a particular range of measures, using the Viewing a Range of Measures command.

If you only wish to remove one measure, say measure 5, simply enter '5' in both in the 'First' and 'Last' boxes of the dialog, and only that measure will be removed.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.6.9 Split Measure

Command Location: Measures Menu

A given measure can be split into two parts, creating two smaller measures with new time signatures. This is especially useful if you wish to break a single, long measure (perhaps containing extended trill notes) onto two separate systems or pages.

When you open the Split Measures dialog, MidiIllustrator will automatically determine all the possible split points in the measure, and the resulting time signatures the two resulting smaller measures will have after the split is completed.

Move the slider control to the desired split position in the measure. You can also round up the possible split points to a particular note size.

Once the action is completed, you can (if desired) edit the Time Signature for each new measure.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.6.10 Join Measures

Command Location: Measures Menu

A given measure can be joined to the measure which follows it, creating a single larger measure with a new time signature, from two smaller measures.

MidiIllustrator will automatically determine new time signature of the single measure once the join is completed.

Once the action is completed, you can (if desired) edit the Time Signature for the new measure.

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5.6.11 Barlines

Command Location: Measures Menu

This page covers the use of the following measure/bar functions:
- Barlines
  - Special Barlines - Repeats
  - Setting the Number of Repeats
- Endings
  - Special Notes on Ending Playback

Barlines

Each measure (or bar) can have a left barline style and a right barline style. Whilst all barline types have a decorative affect on the score, some also affect the way in which the score is played back.

Left barlines can be:	Right barlines can be:
• Single • Section Open • Repeat Open	• Single • Double • Section Close • Repeat Close

In addition, right barlines of type 'Repeat Close' can have the following attribute:
- Repeat Count (the number of times a section should be repeated)

MidiIllustrator generally manages barlines for you automatically. For instance, a Section Close barline is placed at the end of the score when a MIDI file is first imported, or when measures are deleted from the score. Similarly, MidiIllustrator adds double barlines before clef changes to indicate the completion of a musical phrase. All of these settings can be overridden manually, and the style of all barlines in the score can be changed using the Measure Menu/Toolbar commands.

Special Barlines - Repeats

In addition to the decorative function of barlines (which usually instruct the reader in some way), 'Repeat Barlines' can be added to a score, and MidiIllustrator will observe these repeated section markers during playback.

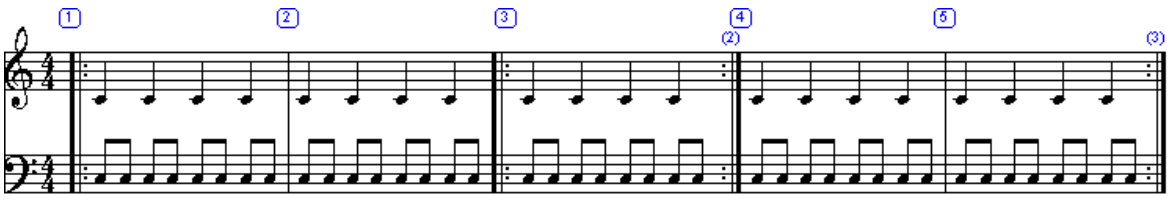
Nested Repeats

MidiIllustrator supports nested repeats, which means repeat sections within repeat sections. You can think of repeat barlines in much the same way as brackets in a mathematical formula. Consider the following:

((x * 2) * 3)

The outer loop is repeated 3 times, the inner loop is repeated twice for every outer loop.

Similarly in the example below, the range **bar 1 to bar 5** is repeated 3 times, the inner loop of **bar 3** is repeated twice for every outer loop. As a result, bar 3 will be heard a total of 6 times (3 * 2).



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Playback and Repeats

When playing back, MidiIllustrator only considers repeats which begin **at** or **before** the playback starting position. So in the example above, if playback begins at bar 2 or even half way through bar 1, only the inner repeat section (bar 3) will actually be repeated.

In general, you should make sure that there is a Repeat Close for every Repeat Open barline. If a score contains an uneven balance of left and right repeat barlines (open and close) then MidiIllustrator will try to make the best of calculating which sections to repeat.

Setting the Number of Repeats

Set the number of times a section should repeat by placing the cursor in the measure with the Repeat Close barline (right side), and choosing "**Set Repeat Count**" from the Measures/ Barline Right Menu. The repeat count is displayed in brackets just above the Repeat Close barline, using the same font as "Measure Numbers" (see Fonts).

This count can be hidden or shown using the Show Barline Repeat Count command on the Measures Menu.

Ignoring Repeats

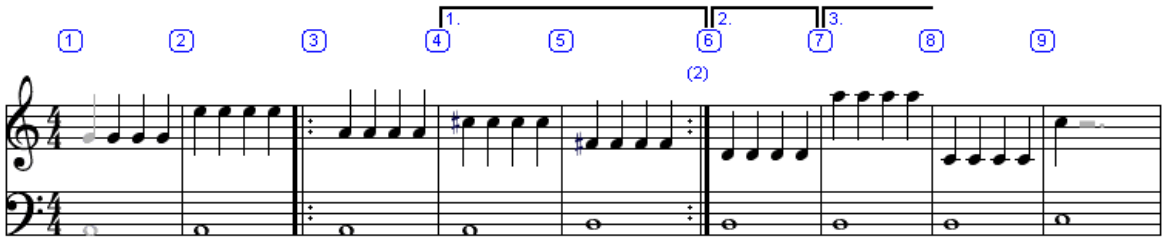
You may want MidiIllustrator to ignore repeats during playback. You can toggle this behaviour using the "Ignore Barline Repeats" command in the Perform Menu.

Endings

Endings can be used with bar repeats to create very efficient scores where only the ending of a particular passage varies from one verse to the next. In this case it is not necessary to score multiple verses in their entirety, but instead to score the common part of one or more verses only once and then add any different "endings" for each verse.

The basic method for using endings is as follows:
1. Identify the range of measures which contains a passage which is to be repeated
2. Set the **left** barline on the **first** measure in the passage to be **Repeat Open** (see barlines above)
3. Set the **right** barline on the **last** measure **including the *first verse ending* in the passage** to be **Repeat Close**
4. Set the **repeat count** on the **last** measure to the **number of verses** with different endings
5. Set the **ending** number for each measure in the ***first verse ending*** to **1**
6. If necessary, add new measures immediately after the first ending measures (and after the repeat close barline) and set the endings on these measures to **2**
7. Repeat the last step for any new endings

The following score example shows a possible ending arrangement where one passage in the score is played three times but has a different ending each time:



In the example, the playback sequence would be:

Playback starts		Repeat sequence	Ending 1 begins	Ending 1 ends with repeat	Repeat sequence	Ending 2 begins	Repeat sequence	Ending 3 begins		

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		begins with repeat open barline (loop 1/3)		close barline	(loop 2/3)		(loop 3/3)			
1	**2**	**3**	**4**	**5**	**3**	**6**	**3**	**7**	**8**	**9**

During playback, endings can be applied within nested repeat sequences. In this case each ending number applies to the count of the inner bar repeat sequence which hosts the ending, not to the total number of times a nested sequence is actually played. So if the outer measures in the example (1 and 9) were also marked as repeat open/close measures then the entire sequence above would simply be repeated:

1 2 [3 4 5] [3 6] [3 7] 8 9 1 2 [3 4 5] [3 6] [3 7] 8 9

Setting Endings in Power Edit Mode

In Power Edit Mode, the endings of a range of measures can be set with a single command. Select the desired range of measures and assign an ending using the "Set Ending" command (Measures Menu).

Special Notes on Ending Playback

- As stated above in the barlines section: when playing back, MidiIllustrator only considers repeats which begin **at** or **before** the playback starting position.
- Furthermore, when playback **begins** inside an ending measure, playback will continue from that point and *will not play any measures earlier than the ending measure in which playback began*. To hear a given ending played in the context of the whole score you must begin playback **from the start of the score** or **the start of the repeat loop** which hosts the ending (measure 3 in the example above).
- For the sake of simplicity, bar repeat instructions **within** endings greater than 1 will be ignored during playback; i.e. if measure 7 in the example above contained a **Repeat Close** barline then it would be ignored
- If endings are not properly formed or repeat open/close barlines are incomplete in a score then they will be ignored during playback and each measure in the score will instead be played in sequence.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.7 Insert menu

The Insert menu allows you to add a variety of different objects to the score.

As well as appearing in the main program menu, these menu commands are usually available as a context menu when you right-click the mouse on the score.

The following objects can be added:

Note	Inserts a new note at the insertion point, and then moves the cursor forwards ready to insert the next note.
Chord Note	Inserts a new note at the insertion point, and keeps the cursor in the current time position, ready for adding another note to the current chord.
Rest	Inserts a new rest at the insertion point. In general, MidiIllustrator automatically fills all the silence in a measure with rests. Read more about Automatic Rest Placement.

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Lyric	Inserts a new rich text Lyric at the insertion point (or a new verse if a Lyric already exists).
Bookmark	Bookmarks are designed to help you navigate through files by providing points of reference. For example, you may wish to make a note on the score of where you got to in your last Practice Session, or to mark the start and end of part of a piece that you find difficult and you wish to practice at a later date. Using the 'Goto' button in the View Menu you can then jump straight to that part of the score using the Bookmark as a reference. To insert a new rich text Bookmark simply select the part of the score at which point you wish to insert a bookmark and choose the Bookmark command from the Insert Menu. When a Bookmark is created the bar number of the insertion point will be added automatically and you can choose to keep this as your Bookmark or you can edit it by clicking on the text. If a bookmark is already in place and you wish to edit it, simply click on the Bookmark and edit as desired. Bookmarks can be used with: • Practice Sessions • Viewing a Range of Measures
Chord Name	Allows you to manually insert a single rich text Chord Name at the insertion point. The Chord Name will appear above the top staff. For more information on Chord Names see the Chord Selector dialog. MidiIllustrator can automatically generate chords for the entire score see Generate Chord Names and Guitar Frets for more information.
Guitar Fret	Opens the Chord Selector dialog so that you can choose a Guitar Fret chord fingering which will then be placed above the top staff at the current cursor insertion point. MidiIllustrator can automatically generate chords for the entire score see Generate Chord Names and Guitar Frets for more information.
Free Text	Inserts a rich text free text item which can be freely moved, and anchored to the score in different ways. See also Free Text Menu commands.
Expression	Inserts a rich text notation Expression which can be freely moved, and anchored to the score in different ways. Expressions differ from other rich text objects as they can be associated with MIDI events which alter the performance of a piece during playback. See also Expression Menu commands. **This command is available only in Edit Mode.**
Switch between Note/Rest Entry	By default, the Enter key (and left mouse button in Mouse Entry mode) adds notes at the cursor insertion point. Holding down the Shift key at the same time adds rests. In order to add rests at all times, toggle between Note / Rest Entry Mode.
Entry...	You can set all the qualities for the cursor entry note/rest. The 'entry' qualities will be applied to each new item when it is created. However, MidiIllustrator will also try to automatically apply the correct qualities for the new item given its 'entry context'. Read more about Context Entry here.
Delete...	Read about the different ways to remove note and rest groups from the score. Essentially, the typical delete and backspace commands apply to the nearest note or rest at the cursor position (Edit Mode) or to all notes/rests at the cursor position (Performance Mode) when the Shift key is depressed when deleting.

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5.7.1 Note and Rest Entry

Command Location: Insert Menu

Setting Entry Item Qualities

The Insert menu lists all the commands available for setting the qualities for note and rest entry. These commands are also available on program toolbars when the Editing Palettes are displayed. Keyboard shortcuts also provide a very quick route to configuring the entry item.

Entry item qualities are only relevant to Edit Mode (Normal Entry, Mouse Entry, Power Edit) when MidiIllustrator is ready to entry new notation, and the cursor is positioned on the score. These 'entry item' qualities will be applied to each new item when it is created. However, MidiIllustrator will also try to automatically apply the correct qualities for the new item given its 'entry context' (see below).

The Entry Cursor

The current entry item qualities are shown on the Editing Palette toolbars and are also displayed as a flashing cursor (eg a flashing quarter note or a flashing rest) at the entry position. When this cursor is shown as greyed or faded, the current entry qualities are not valid for insertion at the current position.

Quality	Details
Duration	The duration of the entry note/rest can be modified incrementally using the Duration: Increase/Decrease commands. If you would like MidiIllustrator to include dotted durations in the choice of increased or decreased durations, see the Include dots when incrementing duration of selection option in Editing options. **Triplet/Quintuplet** When selecting tuplet durations, remember that tuplet notes are always treated by MidiIllustrator as a unit, and so a **whole** tuplet will be added at the insertion point. For example, in the case of a triplet addition, a single triplet note will be added followed by two triplet rests. There must be enough space in the current measure for a complete tuplet to be added. Adding subsequent notes when the cursor is within the tuplet range will populate the various 'branches' of the tuplet. The current version of MidiIllustrator supports the following tuplet types: triplets and quintuplets. See the Keyboard Shortcuts for this function.
Voice	Sets the entry voice to Upper Voice, Lower Voice or Single Voice. Note that when adding notes and rests to measure which contains more than one voice

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	at the insertion point, you must first select the appropriate voice so that MidiIllustrator knows which music 'idea' you are modifying. See Voices for more information. See the Keyboard Shortcuts for this function.
Note Enharmonic	**Enharmonic Spelling** These commands leave the pitch of the entry note **unchanged**, and only alters the way the entry note is displayed. The various spellings which are available (depending on the particular key/pitch): • Double Sharp • Sharp • Natural • Flat • Double Flat When you subsequently alter the entry pitch, the enharmonic spelling will be removed and the Default Enharmonic Entry Spelling will be applied to future additions (see below). Note that any accidental in the spelling will only be shown if it has not already been displayed on the staff line earlier in the measure (normal notating rules), or if the Entry Note Shows Courtesy Accidental option is enabled (see below). **Default Enharmonic Entry Spelling** This can be either: • Sharp, or • Flat When moving the cursor in Edit mode, vertical position commands alter the pitch of the entry note. A single 'up' or 'down' pitch (from the keyboard arrow keys) will raise or lower the entry pitch chromatically (by a semitone) and any appropriate accidental necessary to represent the new pitch on the staff will be displayed automatically. For example in a staff with a key signature of C, a pitch up command when the cursor pitch is at middle C will result in a new pitch of C# or Db. Whether the new pitch is displayed as C# or Db is determined by the current "Default Enharmonic Entry Spelling". This value is set when a score is first created, and is based on the opening key signature of the piece. Generally speaking, for key signatures containing flats (eg the key F in which all B notes are flattened to Bb), the default enharmonic entry spelling will also be flat. Similarly for the key of C and all keys containing sharps, the default enharmonic entry spelling will be set to sharp.

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	You can change the spelling for just the current entry by setting the pitch of the entry note, then changing the Enharmonic Spelling (see above). But if you need to make many note additions with a different default spelling (Sharp or Flat), you can first change the Default Enharmonic Entry Spelling. See the Keyboard Shortcuts for this function.
Note Accidental	**Entry Note Accidental** Note accidental commands will **alter** the pitch of the entry note. The accidentals which are available (depending on the particular key/ pitch) are: • Double Sharp • Sharp • Natural • Flat • Double Flat When you subsequently alter the entry pitch, the accidental spelling will be removed and the Default Enharmonic Entry Spelling will be reapplied to the entry note (see above). **Entry Note Shows Courtesy Accidental** With this option enabled, any accidental in the spelling of the entry pitch will be shown even if it has already been displayed on the staff line earlier in the measure (normal notating rules would not repeat the accidental, thus keeping the score uncluttered). If for example, the entry note is Bb on a staff with a key signature of F major, where all B notes are flat as standard, then no flat accidental will be shown to the left of the Bb note unless Entry Note Shows Courtesy Accidental is enabled. Once notes have been added with courtesy accidentals activated, the courtesy accidentals can be deactivated by selecting the notes and using commands from the Notes menu. Note that the Show Courtesy Accidentals option in Score Options will override any 'per note' courtesy accidental setting, and will display accidentals (as appropriate) next to **every** note. See the Keyboard Shortcuts for this function.
Pitch	Raises or lowers the pitch of the entry note chromatically, or the vertical position of the entry rest. See Default Enharmonic Entry Spelling (above) for information on the enharmonic spelling of the new pitch (flat or sharp). See the Keyboard Shortcuts for this function.

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Note Volume...	Opens the Entry Note Volume Dialog so you can set the default volume for the entry note (default 64). This volume will be applied to all notes added until the volume is changed once again. When notes are selected, their volume can be changed using command in the Notes menu. See the Keyboard Shortcuts for this function.

Automatic Rest Placement

In general, MidiIllustrator automatically fills all the silence in a measure with rests according to standard notations rules (completing beats with rests as necessary etc). As you add and remove notes, these virtual rests are shortened, lengthened and deleted as necessary to 'complete' the notation.

In Edit Mode, these automatically placed rests are displayed in a different color to rests which have been specifically added to the score (manually placed rests are darker, the same color as notes). As you 'firm up' automatic rests they are displayed as other manually entered notation.

Adding Notes and Rests in Multiple Voices

To assist with composing in multiple voices in a given measure, MidiIllustrator also displays a special 'virtual' type of rest where more than one voice is displayed in a given measure. Read more about Voice Guide Rests.

Context Entry

When the entry note duration at the current insertion point cannot be accommodated, MidiIllustrator will try to automatically apply a 'duration fit' for the new item given its 'entry context'. This automatic fit can apply to several contexts:

- The 'rest space' is too short for the entry note duration: When for example you have selected a whole note duration and there is only a quarter rest at the insertion point, the context duration will be set to a quarter note
- New notes added at the same time as existing notes (in the entry voice) on a staff must take the duration of the existing notes. In this case the entry duration will be set to the duration of any existing note at the insertion point in the same voice and staff.
- When inserting a note (rather than adding, see Inserting versus Adding below) if there is limited insert space, and the entry note duration is too long, it will be shortened.

In some cases, entry note qualities other than duration will prevent MidiIllustrator from selecting a duration which fits into the current context. In this case, the flashing cursor item will be displayed in faded colors, indicating that no addition or insertion is possible.

Inserting versus Adding

If it is possible to insert (rather than 'add') a new item at the cursor location in a given measure, MidiIllustrator will display insert indicator arrows both above and below the flashing entry note. Moving the cursor to the left of an existing item at any time will display the insert arrows indicating that insertion with the current entry qualities is possible.

When a note or rest is inserted rather than added, all items (notes and rests) to the right of the entry item will be shifted further to the right to make room for the new item. When a measure contains more than one voice, notation in all voices to the right of the insert point will be shifted (rather than just notation in the entry voice).

The insert arrows are only displayed when inserting is possible.

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5.7.2 Note and Rest Deletion

Command Location: Insert Menu

There are several different ways to quickly remove notes, rests and groups of these items from the score.

Essentially, the typical delete and backspace commands apply to the *nearest* note or rest at the cursor time in Edit Mode. However in Performance Mode *or* when the **Shift key** is depressed when deleting, *all* notes/rests at the cursor time are removed.

Command	Performance Mode - Simple Deletion	Edit Mode - Advanced Deletion
Delete	***Delete Chord*** Deletes any chord at the cursor position.	***Delete Single Item*** Deletes a single item in the *same* time/horizontal position as cursor, and if there are multiple items at that position, deletes only the item *nearest* to the cursor pitch/vertical position.
Backspace	***Delete Single Item to Left*** Deletes any chord to the left of the cursor position.	***Delete Single Item to Left*** Deletes a single item to the left of the time/horizontal position of the cursor, and if there are multiple items at that position, deletes only the item *nearest* to the cursor pitch/vertical position.
Shift+Delete	No effect.	***Delete Chord and Shift Remainder Left*** Deletes any chord (or unselected whole tuplet) at the cursor position, and shifts all remaining notes in the measure to the left
Shift+Backspace	No effect.	***Delete Chord to Left and Shift Remainder Left*** Deletes any chord (or unselected whole tuplet) to the left of the cursor position, and shifts all remaining notes in the measure to the left

Tuplet Deletion

Note that since individual tuplet notes are treated as a unit, 'Shift deleting' in Edit mode will delete the entire tuplet. Simple deletes will never shift remaining tuplet notes to the left as the tuplet structure must remain intact.

See keyboard shortcuts for quick access to these commands.

Deleting Tie Notes

Tie notes are treated differently when deleted, depending on the current Editing status of

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the song.

In Edit mode ( ), single tie notes can be deleted, and the rest of the tie sequence will be left intact. Deleting the 3rd note in a sequence of 5 tied notes, for example, will result in two remaining tie sequences, each of 2 notes, either side of the deleted tie note range.

Conversely, outside Edit mode, tie notes are treated more as a unit. As such, deleting any tie note in a sequence will either shorten, or delete the entire sequence, but will never split it into two or more individual note sequences. This is in keeping with the idea that in this state, the underlying notes in the song should be protected as much as possible, and editing operations are for *visual* changes only, not for *audio* changes.

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5.8 Notes menu

The Notes menu will only appear when a note has been selected. Some commands behave differently depending on the current mode and some are only available when the score is in Edit mode .

As well as appearing in the main program menu, these menu commands are usually available as a context menu when you right-click the mouse on the score.

Read more below about how the 'mode' affects Notes Commands below.

Notes Commands

Pitch	Raises or lowers the pitch of the selected note(s) chromatically. Accidentals are automatically applied for the new pitch, taking into account the current key signature. See Default Enharmonic Entry Spelling (Insert Menu) for information on the enharmonic spelling of the new pitch (flat or sharp). Octave commands raise or lower the pitch of the selected note(s) chromatically by a whole octave. See the Keyboard Shortcuts for this function.
Volume	Raises or lowers the volume of the selected note(s). **Choose Volume...** Opens the Note Volume Dialog so you can set the volume for the selected notes note (default 64). See the Keyboard Shortcuts for this function.
Change Duration	Allows you to change the duration of selected notes. The duration of the notes can be modified incrementally using the Duration: Increase/Decrease commands. If you would like MidiIllustrator to include dotted durations in the choice of increased or decreased durations, see the Include dots when incrementing duration of selection option in Editing options. Note durations can only be increased if there are no conflicting notes ahead of the note to be lengthened (see exceptions to this rule in Edit Mode, below).

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	See the Keyboard Shortcuts for this function. **Note Duration Increases In Edit Mode** In Edit Mode, MidiIllustrator will try to shift 'conflicting' notes in a given measure to the right in order to make way for note lengthening operations. Notes are only shifted when necessary, specifically: • If there is rest space to the right of a note to be lengthened, this space will be taken to accommodate the new note length. • If there is no space, or not enough space to the right of the note to be lengthened, then MidiIllustrator will check see if there is room at the end of the note's measure to accommodate the new note length. • Notes 'in the way' of the operation will be 'shifted' as far as possible into the rest space at the end of the measure, and the note will be given the desired length if possible. • MidiIllustrator uses a 'best possible' approach in duration changes. If, for example, you want to increase a quarter note to a whole note duration, but there is only room for a half note, then the half note value will be set (instead of simply failing the operation).
Shift Notes	The Shift commands can be used to move the selected notes in the following ways: • Up a staff: notes will be moved to the next **visible** staff above their current staff. • Down a staff: notes will be moved to the next **visible** staff below their current staff. • Forwards: notes will be nudged to the right by a small amount. • Backwards: notes will be nudged to the left by a small amount. In all cases note durations are unchanged. See the Keyboard Shortcuts for this function.
Synchronise Selected Notes	Allows the synchronization of selected notes by attack time, duration or both. All notes in the selection will take on the appropriate qualities of the first note in the selection (identified with a different selection color). See the Keyboard Shortcuts for this function.
Stems	Sets the stems of all selected notes to point up or down. See also Stem Direction in Voices. See the Keyboard Shortcuts for this function.
Voice	Sets all selected notes to Upper Voice, Lower Voice or Single Voice. See Voices for more information. See the Keyboard Shortcuts for this function.
Enharmonic Spelling	These commands leave the pitch of the selected notes **unchanged**, and only alters the way the notes are displayed. The various spellings which are available (depending on the particular key/pitch): • Double Sharp • Sharp • Natural • Flat • Double Flat

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	Note that any accidental in the spelling will only be shown if it has not already been displayed on the staff line earlier in the measure (normal notating rules), or if the Show Courtesy Accidental option is enabled (see below). See the Keyboard Shortcuts for this function.
Accidental	Note accidental commands will **alter** the pitch of the selected note(s). Accidentals other than courtesy accidentals can only be altered in Edit Mode . The accidentals which are available (depending on the particular key/pitch) are: • Double Sharp • Sharp • Natural • Flat • Double Flat **Show Courtesy Accidental** With this option enabled, any accidental in the spelling of the note pitch will be shown even if it has already been displayed on the staff line earlier in the measure (normal notating rules would not repeat the accidental, thus keeping the score uncluttered). If for example, the entry note is Bb on a staff with a key signature of F major, where all B notes are flat as standard, then no flat accidental will be shown to the left of the Bb note unless Show Courtesy Accidental is enabled. Note that the Show Courtesy Accidentals option in Score Options will override any 'per note' courtesy accidental setting, and will display accidentals (as appropriate) next to **every** note. See the Keyboard Shortcuts for this function.
Ties	**Disable Tying on Selected Notes (Performance Mode Only)** Allows the enabling or disabling of automatic tying on selected notes. When tying is disabled, even notes which should be tied because of their sound duration will only be displayed as a single untied note. This option is useful for simplifying the notation in some cases. **This command is no longer available once the score has entered Edit Mode** (see Editing a Song for the First Time). **Tie Notes Together (Edit Mode Only)** Ties together (or unties) contiguous selected notes of the same pitch. **To tie two or more notes:** **1.All the notes to be tied must be selected (using the mouse or keyboard)** **2.The notes must be the same pitch, voice and staff** **3.There can be no space (gaps) between them** To remove a tie, select the tied note(s) and reverse the command. Connecting notes of different pitches (creating slurs) is detailed

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	below in Slurs. See also Keyboard Shortcuts.
Slurs	MidiIllustrator automatically manages the layout of slurs you create in the score. To create a slur, select the first and last notes in the desired range. Then choose the Create Slur command. All notes of the same voice in the selected range of staves will be considered when MidiIllustrator calculates the path of the slur. Notes of other voices are ignored, allowing you to have overlapping slurs in multi-voice passages. Slurs can cross staves. If slurs cross from one system or page to another system or page, MidiIllustrator will automatically calculate the path of the slur around other notation, terminating and restarting the slur as necessary at the end/start of each system. Any number of slurs can be created from one note over another note, but only one slur can start and end between the selected starting and ending notes. The slur will be positioned above or below the range of notes depending on the optimal path. You can force the slur position to either above or below the notes using keyboard shortcuts. MidiIllustrator will try to modify slurs when you make changes to the notation however if the starting and ending notes are deleted or moved to positions where a slur cannot be drawn, the slur will be automatically deleted. To remove a slur, select the either the first or last note in the slur range and choose the Delete Slur command. Connecting notes of the same pitch (creating ties) is detailed above in Ties. See also Keyboard Shortcuts.
Finger Numbers (Manual and Automatic)	Finger numbers can be assigned to notes and chords in one of three ways: • Manually using commands in the Notes Menu or with Keyboard Shortcuts • Automatically for a selection of notes using commands in the Notes Menu or with Keyboard Shortcuts without the need to open the Fingering Analysis dialog • Automatically for the entire score, a range of staves, or a note selection using the Fingering Analysis dialog Valid finger numbers are from 1 to 5, starting with the thumb (1) on each hand through to the pink (5). To assign fingering manually to one or more notes: Select the notes to be updated, and apply the finger command 1-5. To remove any fingering, apply finger command 0. To assign fingering automatically to one or more notes: Select the notes to be updated and choose an automatic fingering command: • **Automatic Fingering** Finger numbers are assigned to selected notes in the context of their position relative to one another and relative to other notes nearby in the score • **Automatic Fingering - Ignore Unselected Surrounding Notes** Finger numbers are assigned to selected notes in the context of

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	their position relative to one another but ignoring other notes surrounding the selection. This allows you to set fingering for a particular melody or musical idea without having other notes influence MidiIllustrator's fingering calculations. You can read more about automatic fingering analysis and how assigning finger numbers enables other MidiIllustrator features such as Performing Hands.
Delete...	Read about the different ways to remove notes from the score. Essentially, the typical delete and backspace commands apply to the nearest note at the cursor position (Edit Mode) or to all notes at the cursor position (Performance Mode) when the **Shift** key is depressed when deleting. **Note that tie notes and tuplets are treated differently when deleted**. See the Keyboard Shortcuts for this function.
Reset Original Values of Note	Reverses any changes made to selected notes and returns them to their 'original' values. 'Original' refers to the qualities the note had when it was originally notated from a MIDI file, the 'raw' data.

Note Beams and Custom Beaming

Beams are handled automatically by MidiIllustrator.

Understanding How Instructions are Interpreted Depending on the Current MidiIllustrator 'Mode'

Note: This information only applies to certain versions of the program .

When you make changes to notes individually or as a group, the final result will depend on a number of factors; most importantly the current Mode.

In Performance Mode, MidiIllustrator will automatically try to present the music as clearly as possible when you edit the notation using Notes menu commands. The effect of the note editing commands is tempered by the Transcription Options of the score you are editing. For instance, if you have opted to simplify the presentation of the music by 'forcing chords' or 'preventing tie notes' then these presentation guidelines will override manual editing changes.

However, in Edit Mode, your instructions will be followed very closely by MidiIllustrator with little or no automatic 'correction' or intuitive decision making (for example, automatic selection of voice when you alter the length of a note so that it overlaps other notes).

See more about the different MidiIllustrator Modes.

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5.9 Rests menu

The rests menu will only appear when a rest has been selected.

As well as appearing in the main program menu, these menu commands are usually available as a context menu when you right-click the mouse on the score.

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Vertical Position	Raises or lowers the vertical position of the selected rest(s) by roughly the height of a single staff line.
Duration	Allows you to change the duration of selected rests. The duration of the rests can be modified incrementally using the Duration: Increase/ Decrease commands. If you would like MidiIllustrator to include dotted durations in the choice of increased or decreased durations, see the Include dots when incrementing duration of selection option in Editing options.
Delete...	Read about the different ways to remove rest groups from the score. Essentially, the typical delete and backspace commands apply to the nearest rest at the cursor position (Edit Mode) or to all rests at the cursor position (Performance Mode) when the Shift key is depressed when deleting.

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5.10 Lyrics menu

The Lyrics menu will only appear when a lyric has been selected.

As well as appearing in the main program menu, these menu commands are usually available as a context menu when you right-click the mouse on the score.

Lyrics are displayed as rich text objects which can be edited directly in place on the score and font formatting is possible using the format toolbar which appears when editing a Lyric.

Keyboard Shortcuts exist for quick access to these commands.

The menu offers the following commands:

Edit Lyric	Allows the editing of selected lyrics.
Insert New Verse	Inserts a new verse at the insertion point.
Add/Edit Next Lyric	Adds a new lyric at the next possible insertion point (to the **right** of the current cursor position) or if a lyric already exists at that position, begins editing that lyric. See also the **Insertion** options in Editing Options to alter this behavior.
Add/Edit Previous Lyric	Adds a new lyric at the next possible insertion point (to the **left** of the current cursor position) or if a lyric already exists at that position, begins editing that lyric. See also the **Insertion** options in Editing Options to alter this behavior.
Shift Lyric	Allows you to quickly shift the selected item(s) forwards or backwards in the score.
Delete Lyric(s)	Deletes selected lyrics.

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5.11 Bookmarks menu

The Bookmarks menu will only appear when a bookmark has been selected.

As well as appearing in the main program menu, these menu commands are usually available as a context menu when you right-click the mouse on the score.

Bookmarks are displayed as rich text objects which can be edited directly in place on the score and font formatting is possible using the format toolbar which appears when editing a Bookmark.

The menu offers the following commands:

Edit Bookmark	Allows the editing of selected bookmarks.
Insert New Line	Inserts a new line at the insertion point.
Add/Edit Next Bookmark	Adds a new bookmark at the next possible insertion point (to the **right** of the current cursor position) or if a bookmark already exists at that position, begins editing that bookmark. See also the **Insertion** options in Editing Options to alter this behavior.
Add/Edit Previous Bookmark	Adds a new bookmark at the next possible insertion point (to the **left** of the current cursor position) or if a bookmark already exists at that position, begins editing that bookmark. See also the **Insertion** options in Editing Options to alter this behavior.
Shift Bookmark	Allows you to quickly shift the selected item(s) forwards or backwards in the score.
Delete Bookmark(s)	Deletes selected bookmarks.

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5.12 Chord Names menu

Chord Names can be created, edited and deleted using the Chord Names menu and the Chord Selector dialog.

As well as appearing in the main program menu, these menu commands are usually available as a context menu when you right-click the mouse on the score.

Chord Names are displayed as rich text objects which can be edited directly in place on the score and font formatting is possible using the format toolbar which appears when editing a Chord Name.

Edit Chord Name	Allows you to edit the selected chord name by placing the cursor alongside the existing chord name.
Open Chord Name Selector	Opens the Chord Selector dialog which allows you to quickly change the selected chord name.
Insert New Line	Inserts a new line at the insertion point.
Add/Edit Next Chord Name	Adds a new chord name at the next possible insertion point (to the **right** of the current cursor position) or if a chord name already exists at that position, begins editing that chord name. See also the option: **"Include measure beats as Next/Previous insert locations**" in Editing Options to alter this behavior.
Add/Edit Previous Chord Name	Adds a new chord name at the next possible insertion point (to the **left** of the current cursor position) or if a chord name already exists at that position, begins editing that chord name. See also the **Insertion**

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	options in Editing Options to alter this behavior.
Shift Chord	Allows you to quickly shift the selected item(s) forwards or backwards in the score.
Delete Chord Name(s)	Deletes the selected chord name.

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5.12.1 Chord Selector

Command Location: Insert Menu

If you are creating or editing chord names or guitar frets, then you can use the Chord Name and Guitar Fret Selector as an aid to quickly selecting a particular chord.

The Selector can display over 900 chords and variations and includes:
- a description for each chord;
- names of the key notes in each chord; and
- guitar fret fingerings.

Some chords also have alternative names and fret fingerings.

You can open the Selector from either the Guitar Frets menu or the Chord Names menu. Alternatively, you can double click the mouse on an existing guitar fret, or right click on an existing chord name and open the Selector from the context menu.

Selecting a Chord

Begin by entering the key of the chord in the drop down box. The Selector automatically lists all of the chord types associated with that key. If you have Guitar Chord Variations checked then there may be more than on entry for a given chord, this allows you to select a particular fret fingering for the chord of your choice.

You can choose to synchronize the guitar fret graphic and the chord name text if you are showing both, by selecting the Update checkbox.

Note: MidiIllustrator may not offer every single possible fingering for a given guitar chord. In some cases it may also be necessary to manually edit the text of a chord name if you cannot find the exact format using the Selector.

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5.13 Guitar Frets menu

Guitar frets can be created, edited and deleted using the Guitar Frets menu and the Chord Selector dialog.

As well as appearing in the main program menu, these menu commands are usually available as a context menu when you right-click the mouse on the score.

Open Guitar Fret Selector	Opens the Chord Selector dialog which allows you to quickly change the selected guitar fret.
Next Chord Fingering	When there is more than one chord fingering available for a selected chord, you can select this command to cycle through the different

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	fingerings.
Shift Guitar Fret	Allows you to quickly shift the selected item(s) forwards or backwards in the score.
Delete Guitar Fret(s)	Deletes the currently selected guitar fret.

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5.14 Free Text menu

The Free Text menu will only appear when a Free Text object has been selected.

Free Text items are displayed as rich text objects which can be edited directly in place on the score and font formatting is possible using the format toolbar which appears when editing a Free Text item. Furthermore a single Free Text item can be selected and dragged with the mouse to a new position on the score.

As well as appearing in the main program menu, these menu commands are usually available as a context menu when you right-click the mouse on the score.

Keyboard Shortcuts exist for quick access to these commands.

The menu offers the following commands:

Edit Free Text Item	Allows the editing of selected Free Text items.
Insert New Line	Inserts a new line at the insertion point.
Add/Edit Next Free Text Item	Adds a new Free Text item at the next possible insertion point (to the **right** of the current cursor position) or if a Free Text item already exists at that position, begins editing that Free Text item. See also the **Insertion** options in Editing Options to alter this behavior.
Add/Edit Previous Free Text Item	Adds a new Free Text item at the next possible insertion point (to the **left** of the current cursor position) or if a Free Text item already exists at that position, begins editing that Free Text item. See also the **Insertion** options in Editing Options to alter this behavior.
Shift Free Text Item	Allows you to quickly shift the selected item(s) forwards or backwards in the score.
Delete Free Text Item(s)	Deletes selected Free Text items.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.15 Expression menu

The Expression menu will only appear when an expression object has been selected.

Expressions are displayed as rich text objects so font formatting is possible using the right-click context menu in the edit boxes.

As well as appearing in the main program menu, these menu commands are usually available as a context menu when you right-click the mouse on the score.

Keyboard Shortcuts exist for quick access to these commands.

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The menu offers the following commands:

Edit Expression	Begin editing the selected expression. **This command is available only in Edit Mode.**
Add/Edit Next Expression	Adds a new expression at the next possible insertion point (to the **right** of the current cursor position) or if an expression already exists at that position, begins editing that expression. See also the **Insertion** options in Editing Options to alter this behavior. **This command is available only in Edit Mode.**
Add/Edit Previous Expression	Adds a new expression at the next possible insertion point (to the **left** of the current cursor position) or if an expression already exists at that position, begins editing that expression. See also the **Insertion** options in Editing Options to alter this behavior. **This command is available only in Edit Mode.**
Shift Expression	Allows you to quickly shift the selected item(s) forwards or backwards in the score. **This command is available only in Edit Mode.**
Delete Expression(s)	Deletes selected expressions.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.16 Layout menu

Option	Description
Reset Custom Layout on...	If any custom layout exists it can be selectively removed from the following areas in a single command: • Entire Score • This Page • Selected Stave/System • Selection Note that custom layout height/width can also be removed by double clicking the custom layout frame with the left mouse button. More about Layout Mode.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.16.1 Layout Mode

Command Location: Tools Menu

Layout Mode is for changing the dimensions and positions of score objects, such as measures, staves and lyrics. MidiIllustrator automatically formats the music layout to make

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good use of screen 'real estate'. However, if you wish to manage the layout for a particular measure, page or even the entire score, then in this mode you can either tweak the layout to simply tighten up the score a little, or you can make major changes to squeeze as much notation as possible onto a given page.

- **Modes**
  - **Performance Mode**
  - **Layout Mode**
  - **Edit Mode**

Layout settings are applied **only** in Page View (Print Preview) when the score is formatted for the printed page.

Applying a Custom Layout

In Layout Mode, select the measure/staff combination whose dimensions you wish to customize. You can only customize a single measure/staff combination at a time. You can change the following attributes of the measure/staff combination:

- Measure width (to allow more or fewer measures on a system or page)
- Staff height *above* the staff
- Staff height *beneath* the staff
- Vertical position of lyrics beneath the staff

When a selection is made, the **layout frame** appears marking the current boundaries of the active area. If the measure/staff contains any lyrics, then the **lyric boundary frame** will also appear, indicating the current vertical position of lyrics beneath the staff

With the mouse, click and drag a boundary to move it. The table shows which boundaries control which layout aspect:

Frame	Boundary	Direction	Change Applies to
Measure/Staff	Left / Right boundary	Horizontal	Measure width (applies to the whole measure, not just the measure width of the active measure/staff)
	Top boundary	Vertical	Height *above* the staff (overrides MidiIllustrator's automatic vertical spacing of systems on the current page)
	Bottom boundary	Vertical	Height *beneath* the staff (overrides MidiIllustrator's automatic vertical spacing of systems on the current page)
Lyric	Bottom boundary	Vertical	Vertical position of lyrics beneath the staff

Once a custom size has been applied, a colored arrow will appear, spanning the new custom boundary.

Applying More than one Custom Staff Height to a System

It is possible to apply staff heights to more than one measure/staff unit on a given system. In this case, the tallest of these custom height settings will be applied to the system as a whole, and shorter values be ignored (though they are not removed automatically). However, if you apply a new staff height to a given measure/staff unit, then any existing staff heights on that system will be reduced to the new staff height (if they are taller; shorter ones will remain as they are). In this way, the latest change will be the value used

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for the score layout).

Vertical Spacing of Systems on the Page

Normally, MidiIllustrator fits as many systems as possible onto a page, and if there is any space left over, it spaces the systems evenly to fill that space so that the page looks more uniform. However, **as soon as you apply a vertical custom layout (staff height) to a measure/staff, systems on that page will no longer be automatically spaced vertically**, allowing you to manage the alignment yourself.

Removing Custom Layout (manually and automatically)

Custom layout height/width can be removed using the Layout Menu commands or by double clicking the appropriate custom layout frame with the left mouse button.

MidiIllustrator assumes that when you are modifying the actual notation in the score, this latest change should override any existing custom layout bar widths in the 'active' area. **Custom measure widths are removed automatically if the notation in the measure changes**. As such, custom layout is best applied when composing is more or less complete.

How Custom Layout interacts with MidiIllustrator's Automatic Music Layout

In general, MidiIllustrator automatically formats the music layout as you modify the notation in your score. When you apply a custom layout to part of the score, MidiIllustrator will try to accommodate the requested settings. However, MidiIllustrator will still ensure that basic rules for formatting are still applied, such as ensuring that a single system or measure cannot be any wider than the page containing it!

Furthermore, MidiIllustrator will **always** stretch the last measure in a system to reach the right margin of the page, unless the measure is the last in the score. As a result, custom width settings for such an 'end of system' measure may not be applied.

Note that empty measures with custom layout height or width cannot be compressed, and are treated as non-identical to other empty measures with different layout settings or no layout settings.

More About this Mode

You can make basic notation changes in Layout Mode, for example correcting score attributes like stave heights. You can change the presentation of the notation, but in this mode like Performance Mode, the raw music is generally protected so that you can 'interact' freely with the score without making unintentional changes.

Read more about the difference between Performance Mode and Layout Mode versus Edit Mode.

The different 'modes' in MidiIllustrator all have an associated 'view' which is optimized for working in that mode. Read more about Modes and Views here.

What else can you do with MidiIllustrator?

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.17 Power Edit menu

These commands detail some of the Power Edit options.

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Option	Description
Select Entire Bars	This command affect the way that selections are made in Power Edit Mode. Mouse and keyboard cursor command will select whole measures, rather than just whole beats.
Paste & Replace **-or-** **Paste & Merge**	These options determine how MidiIllustrator treats notation when it is dropped/pasted onto existing range in the score. The options are explained in the section: Replacing vs Merging with Existing Notation.
Insert & Paste	Creates new measures prior to pasting/ dropping a copied range (instead of reusing the existing range). Only works with the 'Select Entire Bars' option enabled (see above).
Delete Selection	Delete all notation in the range, but leaves the measure/staff structure intact.

View the Help Contents Page. Visit the MidiIllustrator Website at http:// www.MidiIllustrator.com.

5.17.1 Power Edit Mode

Command Location: Tools Menu / Edit Mode

Power Edit Mode, is one of the sub modes of Edit Mode. Power Edit allows you to quickly edit large areas of the notation, applying changes to whole measures or beats, and moving or copying multi-staff selections of notation from one part of the score to another (or to another score altogether using Copy/Cut/Paste Clipboard Functions).

- **Edit Mode**
  - **Normal Entry**
  - **Mouse Entry**
  - **Power Edit**

Selecting Ranges of the Score with Power Edit

The selection range or 'drag' range in Power Edit can be set using the keyboard arrow keys or the mouse.

With the mouse, left-click the score and drag over the measure(s)/stave(s) group you wish to work with. When the mouse is released, you can extend the selection by holding down the **Shift key**, and click/dragging elsewhere on the score (on another page if you wish). The selection will be extended to the clicked/dragged location

With the keyboard, use the arrow keys to select measure(s)/stave(s) group. You can extend the selection by holding down the **Shift key**, and using the arrow keys (up/down for staffs, left/right for measures).

Depending on the value you have chosen for the Select Entire Bars option, mouse and keyboard cursor command will round the selection range to the nearest whole measure, or just the nearest whole beat.

Selecting Entire Staves

In order to select an entire staff, simply click the score just to the leftmost edge of the staff (just to the left of the clef). The entire staff will be selected. The selection can be extended to more whole staves by holding down the **Shift key** and repeating the action.

Another way to Make Copies of Complete Staves: If you wish to make a copy of one or

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more **complete** staves including notation, instrument, name **and** other staff properties, then it will probably be faster to try "making a copy of the selected staff" with the Staff Manager Dialog

Copying vs Moving the Selection ('Control Key' held during Mouse Drag/Drop)

When you have made a selection, you can use the 'clipboard' functions to cut or copy the selection to another location in the score, or even to another score altogether (if it is also open in Edit Mode). Cut the current selection to place it on the clipboard, then if desired, select a new location in this or another score, and paste the previous selection into the score.

For fast transfer of selections from one part of the score to another, click and hold the left mouse button over the existing selection. Hold the left button down, and drag the selection to the new 'drop' location. As you move, the drop area is highlighted in a different color to individuate it from the drag selection. Only valid, compatible drop areas will be highlighted. A compatible drop area is one which has exactly the same measure structure as the drag area (ie all measure lengths as the same). Releasing the mouse button will drop the selection in its new location. Holding down the **Control key** will copy the existing selection, rather than moving it.

Replacing vs Merging with Existing Notation (Power Edit Menu Option)

Select from the Power Edit Menu either of the following paste options:
- **Paste & Replace:** When pasting or dragging, any existing content will be **overwritten** by the new content. If pasting beyond the last measure in a score, MidiIllustrator will automatically extend the score to accommodate the new content.
- **Paste & Merge**: When pasting or dragging, any existing content will, where possible, be **merged** by the new content. If pasting beyond the last measure in a score, MidiIllustrator will automatically extend the score to accommodate the new content. Where pasted content conflicts with existing content (eg conflicting voices), the existing content will take precedence and dropped/pasted content will not be added

Inserting Dragged/Copied Measures ('Alt Key' held during Mouse Drag/Drop, or 'Insert & Paste' menu command)

By default, MidiIllustrator does not create new measures for pasted or dropped selections in Power Edit mode - dropped or pasted ranges either replace or merge with existing notation.

However with the '**Insert & Paste**' command, MidiIllustrator will create new measures prior to pasting/dropping copied range, meaning that existing notation shifted forwards as the score is lengthened to make room for the new dropped/pasted content. When choosing a drop point with the mouse, holding the 'Alt' key will display the 'insert' point with arrows instead of the usual 'drop range'.

Note that for new measures to be inserted, the following criteria **must** be satisfied:
- the Select Entire Bars option must be enabled
- all dragged/copied measures must be the same length/time signature and must be the same length/time signature of the measure at the 'insert point' (the time signature of any measures created by the 'insert' action will also be the same as the time signature of the measure at the 'insert point').

Deleting the Selection

Using the '**delete**' or '**backspace**' key when a selection has been made will delete all notation in the range, but will leave the measure/staff structure intact. To remove whole measures/staves, see **Remove Measures.**

Using Other Functions Whilst in Power Edit

Whilst in Power Edit, certain notation functions will automatically apply to the current range selected (if any). This often makes it faster to apply changes to a particular range of measures. These functions include:
- **Clef**

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- **Key Signature**
- **Transpose Notes**
- **Remove Measures**
- **Endings**

More About this Mode

Read more about the difference between Performance Mode and Layout Mode versus Edit Mode.

The different 'modes' in MidiIllustrator all have an associated 'view' which is optimized for working in that mode. Read more about Modes and Views here.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.18 Perform menu

The Perform menu offers the following commands:

Start/Stop Playback	Starts/stops playback from the current cursor position and plays to the end of the score. You can skip backwards and forwards during playback using Keyboard Shortcuts (Navigation Commands) Playback end times are selected slightly differently in Edit Mode. See Note about Playback In Edit Mode.
Rewind	Takes the cursor back to the start of the piece.
Audition Current Measure	Play just the current measure and then return the cursor to the pre-playback position.
Start/Stop Recording	Start/stop recording to the current staff/score from a connected MIDI device.
Step by Step Mode	Activates Step by Step Mode so you can 'step' the cursor through the score selecting notes one at a time or in 'chord groups'.
	You can also set the Step by Step playback starting position.
Practice Session	Create, Start/Stop or Edit a Practice Session using the Practice Session Wizard.
Master Tempo	Allows you to increase or decrease the playback tempo of the piece, and to reset the playback tempo to its original value. This value can be saved with the score.
Master Volume	Enables you to increase or decrease the playback volume of the piece (or selected staves) and to reset the playback volume to its original value. This is a **master** volume setting. Changing the master volume will affect staff volumes differently depending on whether or not those staves are currently selected. For more information see the Volume section of the Extended Sequencer Toolbar.
Activate Metronome	Activates or deactivates the Metronome.
Use Speaking Metronome	Switches between using the Metronome

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	Instrument and counting the beats out loud using a human voice. See Speaking Metronome.
Configure Metronome Instrument	Opens the Metronome Instrument dialog.
Activate MIDI In	Activates or deactivates MIDI In. For further information on MIDI In see the MIDI In/MIDI Echo section.
Activate MIDI Echo	Activates/deactivates MIDI Echo. For further information on MIDI Echo see the MIDI In/MIDI Echo section.
Configure Echo Instrument	Opens the MIDI Echo device Instrument dialog.
Play Notes as Imported/Recorded	Play imported MIDI songs and recordings as they were originally performed, rather than adhering strictly to the notated times displayed on the score. This is especially useful when, for example, a sequenced piece was performed with feeling, but has been transcribed to be easier to read. Read more about how the performance can vary from the notation in the What You See versus What You Hear section of How MidiIllustrator converts MIDI to Notation.
Ignore Barline Repeats	Ignore or apply any special endings such as barline repeats.
Highlight Rests During Playback	Optionally highlight rests during playback as well as notes to help with counting.
Scroll and Fade In the Next Page	Scroll in the next page during playback to make reading ahead easier (available only in Window View, Performance Mode).
Display...	• **Highlight Notes/lyrics During Playback:** MidiIllustrator will highlight the notes and lyrics on the score during playback when this command has been selected. • **Grey Muted Notes**: Show the muted notes on the score in a different color to the standard notes, and do not highlight them during playback.
Enter Playlist Mode	Begins Playlist Mode.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.18.1 Recording a Real Time Performance

Command Location: Perform Menu

The record tool allows you to capture a real time performance from a connected MIDI device. The performance is instantly converted to notation using your Recording Options rules and is added directly to your score.

Recording is possible only in Edit Mode, Normal Entry.

Before you can record to your score you must have configured a MIDI In device and ensured that you are 'listening' for MIDI In from that device.

You can configure the way in which newly recorded MIDI will be transcribed by MidiIllustrator by setting the Recording Options.

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Beginning a Recording Session

When you are ready to record, position the cursor to the track and time where you would like recording to start. All new MIDI data will be added to the staff you selected before recording started. Existing data on that staff will be overwritten with the newly recorded data.

Begin recording by selecting the record command from the Perform toolbar or the Perform Menu. This will initiate playback of the score from the cursor position. Depending on your Recording Options, the metronome will sound a set of introductory beats.

The score will play as you record. Any notation on the active recording staff is muted during recording. The active recording staff is highlighted during recording (in the same way as the 'echo to' staff). If you do not wish to hear other staves as you record, mute them individually using Staff Tools or collectively using the Staff Manager.

When you have finished recording, end the recording session the same way as you began it, or by ending playback. If the end of the score is reached, recording and playback will stop automatically. If you need more recording time, Add Measures before recording.

Do not worry about ending the recording session as soon as you have finished performing; existing data on the active staff will **only** be deleted if it is replaced with newly recorded data (ie. if you don't play any notes, the existing notation will be untouched).

Now the recording session is complete, MidiIllustrator will convert the raw recorded MIDI into notation just as if opening and transcribing an existing MIDI file, applying your Recording Options.

You can also Tap In Rhythms with just the PC keyboard whilst recording.

My Recording is Out of Sync with the Existing Notation and/or the Metronome!

Sometimes there is a delay between a musician playing a MIDI instrument and the resulting MIDI instructions reaching MidiIllustrator. This is know as MIDI device latency. If you find that recorded notes are out of sync with existing notation even though you played notes at the same time as you heard them played back, then you should experiment with values for MIDI device latency in MIDI Options. This should allow MidiIllustrator to compensate for the device delay.

Notes for Good Recording

Use the metronome! Use of the metronome whilst recording is highly recommended as the more accurate a performance is, the better it will be notated by MidiIllustrator. Try to adhere to the rhythm as far as possible.

If you are trying to get a very clean score, then try not to apply too much 'feeling' to the performance. Liberal timing will make the score harder to read when it is notated.

Experiment with Recording Transcription Options to get the best results.

Which MIDI Events are Captured When Recording?

MidiIllustrator captures all note on/off events, and all 'Controller' type events, such as sustain pedal messages.

Other Ways to Enter Notes

You can also capture your musical ideas with the following tools:
- Recording a Real Time Performance
- Using Note Entry via the On-Screen Piano Keyboard
- Chord Entry via a Connected MIDI Device
- Tapping In Rhythms with the PC Keyboard

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5.18.2 Step by Step

Command Location: Tools Menu / Program Options / Step by Step Mode Tab

With Step by Step Mode you can 'step' the cursor through the score selecting notes one at a time or in 'chord groups'.

This command is available in Performance Mode only.

When you enter Step by Step Mode a dialog will be displayed asking you which staves you would like to include in each 'step'. Keyboard players may choose to select a single staff to practice the left or right 'hand' of a piece or they may select two staves to practice 'hands together'.

The keys for each chord are highlighted on the score and on the keyboard. A dashed red box is drawn around the chord(s) on the score. Note names are shown in the status bar.

You can move backwards and forwards through the score using the cursor keys. Each time the cursor moves a new set of notes will be selected. If you have selected the 'Play Set Note Sounds' option then each new group of notes will be played back as it is selected.

Performing Hands in Step by Step Mode

Performing Hands can also be shown in Step by Step Mode when finger numbers have been created for the score. This can help with studying hand positions.

Stepping with a connected MIDI Instrument

If you have a MIDI Instrument connected to your computer and you have configured MidiIllustrator to 'listen' for input from the instrument, you can step through the score by playing all the notes in each step on your MIDI Instrument. When MidiIllustrator detects that all of the notes in the step have been entered simultaneously on the MIDI Instrument the cursor will move automatically to the following step.

If you are using Step by Step Mode in a Practise Session, when you enter the last notes in the practise range, the Step by Step entry cursor will move automatically back to the start of the practise session.

"Wrong" notes from a connected MIDI Instrument

When you play notes on your keyboard which are not in the current "step" MidiIllustrator will display them on both the on-screen keyboard *and* the score to show how near/far you are from the correct keys.

Jump to User Input

If you have enabled the "**Jump to User Input**" option (see below), and you move around in the score, then MidiIllustrator will automatically move the Step by Step cursor to the new input position and show that part of the score, turning the pages as necessary.

For more information about setting up your external MIDI Instrument see MIDI In.

Quick Starting Step by Step Mode

You can choose to skip the Start Up dialog when starting Step by Step Mode by checking the box at the bottom of the dialog, and you can switch the dialog on or off in Program Options, Step by Step Mode. If you are skipping the dialog then MidiIllustrator will automatically select a single staff for Step by Step Mode based on the location of the cursor at the time.

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Pressing Ctrl+B will start/stop Step by Step.

Setting the Playback Starting Position in Step by Step Mode

When you want MidiIllustrator to accompany you during Step by Step Mode, you may want to have playback begin at a different starting position to the Step by Step cursor. This will give you the opportunity to have playback 'lead in' and allow you to prepare to start playing your part.

A colored triangle marks the playback starting measure.

The playback starting position can be set with:
- Keyboard Shortcuts (Perform section)
- The Perform menu and toolbar
- MIDI Shortcut Keys
- the mouse

To set the playback starting position with the mouse, hold down the Control key and click the left mouse button on the score at the appropriate measure. You can then click anywhere on the score (as normal) to set the Step by Step cursor position you will play from.

Step by Step Mode Options

Show Dialog when starting Step by Step Mode	Allows you show/hide the Step by Step dialog upon start up. The dialog can also be switched on and off in the Step by Step tab of Program Options.
Play Step Note Sounds with Cursor Left/Right Actions	This option enables you to hear the sounds of the notes in each chord by moving the cursor through the piece, note by note or chord by chord, using the left and right cursor keys on your computer keyboard. This is a useful tool if you are learning a new piece and wish to familiarise yourself with the note sounds.
Show Future Notes in each Step	As well as highlighting the keyboard keys that should be played immediately, this option also highlights the keys that are to be played one step ahead - the 'Future Notes'. MidiIllustrator displays the Future Notes in lighter colors than the colors used for the immediate notes. If you are learning a new piece, this can be very useful, as the Future Notes give you advanced warning of where your hands should be in order to play the next note or notes, thereby speeding up the learning process dramatically.
Jump to User Input	MidiIllustrator is able to analyse the notes you are entering with a MIDI Instrument attached to your computer. When these notes are received, MidiIllustrator scans the score to determine if you: • are playing at the current Step by Step position (shown with a dotted red rectangle around notes on the selected staves) **-OR-** • you have skipped to a new place in the score and are playing the notes from a position other than the current Step by Step position If you have enabled "**Jump to User Input**", and you move around in the score, then MidiIllustrator will automatically move the Step by Step cursor to the new input position. **Jump Marker**

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	MidiIllustrator will calculate the input position using a number of factors, such as distance from the current position and note 'matching'. Whilst MidiIllustrator is listening to your input, a small triangle (the "jump marker") will be shown at the place in the score MidiIllustrator thinks you are currently reading from. Only when MidiIllustrator is sure that you have 'jumped' to a new position will the Step by Step cursor be moved to that new input position. **Playing Through Mistakes** Step by Step mode is much more flexible and forgiving with "**Jump to User Input**" enabled. If, for instance, you miss a note or two in a particular passage, you may simply keep playing and once MidiIllustrator has determined that you have 'played through' an error, the cursor will immediately be moved to your new location. In this way, you will not have to keep returning to the current cursor position after missing a note or two, and can instead focus on progressing through the score. **Jumping Distance** In general, the greater the gap between the current Step by Step cursor position and any new input position, the more reluctant MidiIllustrator will be to move the cursor to that part of the score which it thinks best reflects your input. By contrast, if the jump is only a few note lengths from the current position, the move will be made quickly. Bear this in mind when jumping large distances in the score; you will need to play a passage of several notes quite accurately so that MidiIllustrator can be sure that a jump is appropriate.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.18.3 Practice Sessions

Command Location: Perform Menu

Practice Sessions allow you to focus on part (or all) of a score whether you are studying, rehearsing or simply listening to the music. You create or edit Practice Sessions using the Practice Session Wizard ('Wizard'). The Wizard will guide you through the steps necessary to design your Practice Session.

Practice Sessions are available in Performance Mode only.

Session Options

You can decide how much of the score to show on the screen during the session, by choosing a range of measures to work with, or a section marked out with Bookmarks.

You can also determine if and how, MidiIllustrator will accompany you during the session.

You can choose to hear a section repeated in a continuous loop, or a specific number of times if you are rehearsing. You can also specify how the Metronome should behave during the accompaniment.

During the Session

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Whilst you are practising the behaviour of the playback controls and the Metronome will be determined by the settings of the current Practice Session. You can stop the accompaniment at any time, and when you restart playback the cursor will move to the start of the Practice Session automatically. Playback will loop the number of times specified for the session. Every time you restart playback you restart the 'looping' cycle.

You can end the session at any time by hitting Escape, and selecting the Practice Button on the toolbar or from the Perform Menu. If you chose to view only a range of measures during your Practice Session, then all measures in the score will be shown automatically when the Practice Session is over.

If you are using Step by Step Mode in a practise session, when you enter the last notes in the practise range, the Step by Step entry cursor will move automatically back to the start of the practise session.

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5.18.4 Metronome Instrument Dialog

Command Location: Tools Menu / MIDI Instruments

The Metronome Instrument dialog allows you to change the underlying MIDI properties of the metronome.

Apply/Apply Now	**The Apply button** applies all of the changes made without the need to close the dialog box by hitting the OK button. If you would like your changes to be made immediately, use **The Apply Now button**. When this button is used any changes made to the staves will be reflected on the score straightaway, without the need to click the Apply button. **Applying Instrument Changes Quickly** As well as using the **Apply/Apply Now** buttons, you can instantly apply instrument changes by double-clicking an instrument name in the instrument list. If the **Apply** button is available, double-clicking the list will have the effect of pressing this button, effecting the new instrument immediately.
Device	Assuming more than one device is available, others can be selected using this drop down box. To change the list of devices see the MIDI Playback tab in Program Options.
Channel	The default channel is Channel 10. This is because most MIDI soundcards use the standard General MIDI ('GM') instrument configuration, and in GM, notes broadcast on Channel 10 use the drum instrument patches. These drum sounds make good metronome instruments. You can, of course, use any GM instrument by selecting one of the instruments available on channels other than number 10. Alternatively, you can choose **Autoselect**, and MidiIllustrator will choose a channel for the metronome instrument which does not conflict with channels used by any of the staves in the active score. If all 16 channels are being used by staves in the MIDI file the metronome will share a channel with one of the staves. Each time you begin playback of a score MidiIllustrator re-examines the staves in the score to find a free channel. When MidiIllustrator automatically selects a channel for the metronome it is displayed in the status bar at the bottom of the main MidiIllustrator window.

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	If you are using an external MIDI device to generate metronome sounds you must make sure that the external MIDI device is 'listening' on the designated channel, otherwise you will not hear the metronome. MidiIllustrator will not 'autoselect' Channel 10.
Bank 0	Allows you to access different banks on the current MIDI device using the Coarse Adjust Method (#0). For more information see Bank Select.
Bank 32	Allows you to access different banks on the current MIDI device using the Fine Adjust Method (#32). For more information see Bank Select.
Volume Level	The volume level can be changed using the slide control. The range is 0 (muted) to 127 (maximum volume). The default setting for MIDI files that do not specify a value for volume is 64.
Pan	A pan setting of 64 means that the stereo balance is equal on the left and right channels and this is the default behaviour for MIDI files that do not specify a value for pan. You may wish to change the stereo balance so that it is higher or lower on one side, using the slide control. The lower the number the more the balance is on the left channel, and conversely the higher the number the more the balance is on the right channel.
Accented Beat/ Normal Beat	The first beat in a bar will use the Accented Beat instrument. Subsequent beats in that bar will use the Normal Beat instrument. The most effective metronome sounds are achieved when you allocate different instruments to the Accented and Normal Beats. If, for example, you choose the Low Wood Block (GM instrument 43) for the Accented Beat and the Hi Wood Block (GM instrument 42) for the Normal Beat, in 4:4 time you would get one Accented Beat (the Low Wood Block) and three Normal Beats (the Hi Wood Block). To choose the instrument for each beat, select the appropriate tab, and then simply select an instrument from the list in the Instrument Display Window.
Audition Instrument	When an instrument has been selected from the Instrument Display Window for both the Accented Beat and the Normal Beat, press this button to hear the sound of the instruments.
Apply	The Apply button applies all of the changes made without the need to close the dialog box.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.18.5 MIDI Echo Instrument Dialog

Command Location: Tools Menu / MIDI Instruments

The MIDI Echo Instrument dialog allows you to change the properties of the MIDI Echo instrument. e.g. the MIDI Echo device or volume setting.

Apply/Apply Now	**The Apply button** applies all of the changes made without the need to close the dialog box by hitting the OK button.

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	If you would like your changes to be made immediately, use **The Apply Now button**. When this button is used any changes made to the staves will be reflected on the score straightaway, without the need to click the Apply button. **Applying Instrument Changes Quickly** As well as using the **Apply/Apply Now** buttons, you can instantly apply instrument changes by double-clicking an instrument name in the instrument list. If the **Apply** button is available, double-clicking the list will have the effect of pressing this button, effecting the new instrument immediately.
Device	Assuming more than one device is available, other devices can be selected using this drop down box. To change the list of devices see the MIDI Playback tab in Program Options. The devices available for MIDI Echo are exactly the same as the devices available for MIDI Playback.
Channel	The default channel is **Autoselect**, but you can use any of the channels listed. If you choose **Autoselect**, MidiIllustrator will choose a channel for the MIDI Echo instrument which does not conflict with channels used by any of the staves in the active score. If all 16 channels are being used by staves in the MIDI file the MIDI Echo instrument will share a channel with one of the staves. Each time you begin playback of a score, MidiIllustrator re-examines the staves in the score to find a free channel. When MidiIllustrator automatically selects a channel for the MIDI Echo instrument it is displayed in the status bar at the bottom of the main MidiIllustrator window. If you are using an external MIDI device to make the MIDI Echo instrument sounds, you must make sure that the external MIDI device is 'listening' on the designated channel, otherwise you will not hear the MIDI Echo instrument. MidiIllustrator will not Autoselect Channel 10.
Transpose	This drop down box enables you to transpose the note sounds on a selected staff from as little as one half step to as many as 24 half steps up or down. This only affects the sound of notes during playback. Note positions on the score are unchanged.
Bank 0	Allows you to access different banks on the current MIDI device using the Coarse Adjust Method (#0). For more information see Bank Select.
Bank 32	Allows you to access different banks on the current MIDI device using the Fine Adjust Method (#32). For more information see Bank Select.
Modified Volume	The volume of MIDI data received from the MIDI In device can be modified using the slide control. This is useful if you want to change the volume of echoed MIDI relative to any staves you may be playing back (accompanying) with MidiIllustrator. The volume of each note can be increased or decreased by a maximum of +/− 64 within the bounds of the MIDI value range 0 to 127. E.g. if a note is played on the MIDI In device with a volume of 96 and the modified volume is +64 then the final note will sound with a volume of 127. When the slide control is centred the volume of the MIDI In will be unmodified (with a value of 0).

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Pan	A pan setting of 64 means that the stereo balance is equal on the left and right channels, and this is the default behaviour for MIDI files that do not specify a value for pan. You may wish to change the stereo balance, so that it is higher or lower on one side, using the slide control. The lower the number the more the balance is on the left channel, and conversely the higher the number the more the balance is on the right channel.
Instrument	The Instrument Display Window lists up to 128 instruments, any one of which may be selected for a specific staff or staves. Any notes from your MIDI Input device will be echoed using the instrument you have selected, unless you choose the Echo to Staff option (see Staff Tools and Namings).
Audition Instrument	When an instrument has been selected from the Instrument Display Window, press this button to hear the sound of the instrument.
Apply	The Apply button applies all of the changes made without the need to close the dialog box.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.18.6 Lists

Command Location: View Menu / Toolbars

The List Bar contains four powerful tools for managing and working with your music. Click on the tabs to show each list and its corresponding control set in turn. You can easily resize and move the List Bar using the mouse.

Right click any list to bring up a context menu of actions relevant to that list; including the following general commands:

List Bar Font

The List Bar Font button allows you to set a custom font for display of all text ***in the List Bar***. You can, for example, choose a larger font to make reading from a distance easier.

AutoSize Columns

Your preferred list-column-widths are now stored and restored for each 'tab' in the List Bar. Column 'autosizing' is also a menu option which will tell MidiIllustrator to size list columns to fit list content as it changes. Autosizing is enabled by default, but will be deactivated if you size a column manually.

List	Purpose
Browser	This list shows the contents of a particular folder which might contain the music (MIDI, Karaoke and MidiIllustrator files) on which you are currently working. It allows you quick access to a list of scores which can be opened with a single click. Since the list is always on the screen, there is no need to constantly reopen and close the File Open dialog whilst you are browsing a collection of files. **The following button/menu commands are available:** • **Browse button "...":** Click the button to browse to a particular folder. The standard

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	File Open dialog will be shown, but modified to select a folder. The number of song files in each folder is shown in the "Folder Name" field of the Folder Open dialog. • **Single Score Browse Mode:** Only one score will be open at a time, saving system resources and making browsing faster. Each time a score is opened, all other scores will be closed. You will be prompted to save and open scores which have been modified. • **Play Scores on Open:** Each score will be played (if possible) as soon as it is opened. Scores can only be played if MIDI playback devices have been setup in MidiIllustrator.
Playlists	This is an advanced tool for creating, storing and playing lists of your favourite scores. You can load up a playlist and begin playback whilst you are entertaining friends, or for your own listening/viewing pleasure. The following button/menu commands are available and enable you to create new playlists and add songs to those lists: • Add Songs to List • Add the Current (open) Song to the Playlist • Remove Selected Songs • New List • Rename List • Delete List • Clear List **Begin Playback** This command will switch MidiIllustrator to **Playlist Mode**. **Pause Between Playing Songs** This command will insert a small delay in between songs in **Playlist Mode**. This provides a more pleasant transition between the end of one song and the start of another song. It is generally only necessary to enable this option on very fast systems. **Playlist Mode** In this mode, all editing and modification of scores is disabled, as MidiIllustrator prepares to play each score in turn from the current playlist. As a result, many menus/toolbars will be disabled in this mode. You can exit Playlist Mode at any time by hitting the Escape key. MidiIllustrator will play each song in the playlist, and then restart at the beginning. Each song will be opened and displayed as a score in the normal way. Only one score will be open at a time, saving system resources and making the application

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	more efficient. Each time a score is opened, all other scores will be closed. You will be prompted to save and open scores which have been modified when you first enter Playlist Mode. If a song has been saved in practice mode, it will be opened and played in practice mode. So you may want to avoid adding such songs to certain playlists as the practice session may instruct a section of the song to loop forever!
Open Scores	This list simply shows a list of all open scores, and allows easy switching between them.
Log	The log contains a history of the last 300 songs opened. Double click an item in the list to reopen the song instantly. If you are working through a large group of works (such as Bach Chorales) then the log will help you keep staff of which works you have recently viewed. You can also monitor your practice sessions as each entry is dated!

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.19 Tools menu

The Tools menu offers the following commands:

Modes	Choose the mode for working with your score:
	• Performance Mode
	• Layout Mode
	• Edit Mode
	  ○ Normal Entry
	  ○ Mouse Entry
	  ○ Power Edit

Task Wizard	Opens the Task Wizard ('Wizard'). The Wizard will guide you through the steps involved in applying the Tasks outlined below to your scores.
Convert Score to 'Two Hand Piano'	Arranges the current score as a piano solo part. You can apply this command to multiple scores simultaneously with a Task. See the Task Wizard for further detail on this and other tasks.
Create Lead Sheets and Fake Books	Optimises the score layout for a particular purpose. Generates scores which show a combination of the following core features: melody, lyric, chord names and guitar frets. See the Task Wizard for further detail on this and other tasks.
Tasks Options	Opens the Tasks Options dialog.
Generate Chord Names and Guitar Frets	Analyses the score to determine the chord keys of each measure (and beat), and displays chord names and guitar frets above the top stave. You can apply this command to multiple scores simultaneously

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	with a Task. See the Task Wizard for further detail on this and other tasks.
Remove All Chord Names and Guitar Frets	Removes all of the chord names and guitar frets that have been added to the score. If you would rather just temporarily hide these objects, you can do so using the **Show/Hide Score Objects** option in the Score Options dialog.
Copy Chord Names to Lyrics	This command will copy any chord names to the lyrics of the first staff in the score. In some cases it is desirable to show chord names beneath the staff in this way. Furthermore, once the lyric chord names have been created it is also possible to export these new chord lyrics by saving the score as a MIDI file, as the MIDI format can store lyrics but not chord information. Other music software programs and some advanced digital keyboards can then display chords (in the lyrics) generated by MidiIllustrator, when importing a MIDI file. Note that this action will overwrite existing lyrics in the first staff. If you do not wish to overwrite existing lyrics, first create a new top staff and then repeat this command.
Generate Finger Numbers	Automatic Fingering Analysis is an advanced feature in MidiIllustrator which performs a customizable analysis of the notation in your scores and accordingly assigns finger numbers to each note and chord.
Remove All Finger Numbers	Removes all of the finger numbers that have been assigned to notes in the score. If you would rather just temporarily hide finger numbers, you can do so using the **Show/Hide Score Objects** option in the Score Options dialog.
Theme	Allows the selection of a theme or color scheme for the program interface.
MIDI Options	Opens the MIDI Options dialog.
Program Options	Opens the Program Options dialog.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.19.1 Modes

Introduction to Modes: Performance Mode and Layout Mode versus Edit Mode

MidiIllustrator offers a broad range of functionality and therefore presents several distinct 'modes' for working with your scores. These modes allow you to work with your scores in very different ways, each mode offering a set of particular commands, whilst temporarily hiding other commands to help you focus on the task in hand. You simply switch seamlessly between modes depending on what you want to do with the program.

Performance Mode allows you to perform and interact with a song. Layout Mode is for changing score dimensions and positions, and Edit Mode is for full-scale composition. Within Edit Mode, there are three sub modes for working with your scores in different ways.

- **Modes**
  - **1. Performance Mode**
  - **2. Layout Mode**

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- **Edit Mode**
  - **3. Normal Entry**
  - **4. Mouse Entry**
  - **5. Power Edit**

The different Modes can be set using the 'Modes and Views' toolbar (shown below), with Keyboard Shortcuts, or via the Tools menu. The numbers on the toolbar correspond with the shortcut keys and the list above.

Edit Modes (buttons highlighted below in the **blue** box) are available **only** in MidiIllustrator Maestro.

Normal Entry affords you all of MidiIllustrator's score editing functions. Mouse Entry allows these same functions, specifically allowing you to add and modify notation directly using the mouse. Power Edit allows you to quickly edit large areas of the notation, applying changes to whole measures or beats.

When you import a song, it is initially displayed in Performance Mode. During import, MidiIllustrator generates the score using its musical 'interpretation' rules and your current Score Transcription Options. You can change these options even after the score has been created and MidiIllustrator will dynamically apply the new options to the whole score.

You can make basic changes in Performance or Layout Mode, for example correcting note lengths, or changing score attributes like stave heights or key signatures. You can change the presentation of the notation, but in these modes, the raw music is generally protected so that you can 'interact' freely with the score without making unintentional changes.

MidiIllustrator continually reinterprets the notation from the original MIDI data automatically as you make changes, always trying to render the clearest and most accurate presentation of the raw musical (MIDI) data.

Editing a Song for the First Time

By contrast, in Edit Mode you have full composing power with the score - add notes, modify note pitches, durations etc.

In Edit Mode you will have complete control over composition - MidiIllustrator will settle on the current interpretation of the song's original MIDI content when editing begins.

When you begin formally editing a score for the first time by entering Edit Mode, MidiIllustrator 'locks' the current interpretation of the underlying, original MIDI performance, and hands over complete control over the score to you.

In this way, you can be sure that MidiIllustrator will no longer 'override' any future composition decisions you make.

The main areas of MidiIllustrator's automatic interpretation which no longer apply in Edit Mode are:

- Automatic application of Score Transcription Options (such as "Make the score Easier to Read") - although you can still apply "one off" conversions to the score to apply new transcription rules whenever you wish
- Automatic note durations and note attack times (and automatic chording of notes)
- Automatic voice assignment
- Automatic identification of tuplets

Note that even in Edit Mode MidiIllustrator will continue to play back sequences imported from a MIDI file as they were originally performed as long as 'Play Imported MIDI as Originally Performed' is checked (Perform Menu).

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5.19.1.1 Performance Mode

Command Location: Tools Menu

Performance Mode allows you to perform and interact with your songs rather than modifying any song content. You can create Practice Sessions, study specific ranges of your scores and use learning tools such as Step by Step. Most score editing functionality is hidden in this mode to allow you to focus on viewing, listening and performing with your scores.

- **Modes**
  - **Performance Mode**
  - **Layout Mode**
  - **Edit Mode**

When you import a song, it is initially displayed in Performance Mode.

You can make basic editing changes to the score notation in Performance Mode, for example correcting note lengths, or changing score attributes like key signatures. You can change the presentation of the notation, but in this mode like Layout Mode, the raw music is generally protected so that you can 'interact' freely with the score without making unintentional changes.

The following interactive tools are available only in Performance Mode:

- Practice Sessions
- Step by Step
- View a specific range of measures
- Scrolling in the Next Page (advance page turn)

More About this Mode

Read more about the difference between Performance Mode and Layout Mode versus Edit Mode.

The different 'modes' in MidiIllustrator all have an associated 'view' which is optimized for working in that mode. Read more about Modes and Views here.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.19.1.2 Layout Mode

Command Location: Tools Menu

Layout Mode is for changing the dimensions and positions of score objects, such as measures, staves and lyrics. MidiIllustrator automatically formats the music layout to make good use of screen 'real estate'. However, if you wish to manage the layout for a particular measure, page or even the entire score, then in this mode you can either tweak the layout to simply tighten up the score a little, or you can make major changes to squeeze as much notation as possible onto a given page.

- **Modes**
  - **Performance Mode**
  - **Layout Mode**
  - **Edit Mode**

Layout settings are applied **only** in Page View (Print Preview) when the score is formatted for the printed page.

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Applying a Custom Layout

In Layout Mode, select the measure/staff combination whose dimensions you wish to customize. You can only customize a single measure/staff combination at a time. You can change the following attributes of the measure/staff combination:

- Measure width (to allow more or fewer measures on a system or page)
- Staff height *above* the staff
- Staff height *beneath* the staff
- Vertical position of lyrics beneath the staff

When a selection is made, the **layout frame** appears marking the current boundaries of the active area. If the measure/staff contains any lyrics, then the **lyric boundary frame** will also appear, indicating the current vertical position of lyrics beneath the staff

With the mouse, click and drag a boundary to move it. The table shows which boundaries control which layout aspect:

Frame	Boundary	Direction	Change Applies to
Measure/Staff	Left / Right boundary	Horizontal	Measure width (applies to the whole measure, not just the measure width of the active measure/staff)
	Top boundary	Vertical	Height *above* the staff (overrides MidiIllustrator's automatic vertical spacing of systems on the current page)
	Bottom boundary	Vertical	Height *beneath* the staff (overrides MidiIllustrator's automatic vertical spacing of systems on the current page)
Lyric	Bottom boundary	Vertical	Vertical position of lyrics beneath the staff

Once a custom size has been applied, a colored arrow will appear, spanning the new custom boundary.

Applying More than one Custom Staff Height to a System

It is possible to apply staff heights to more than one measure/staff unit on a given system. In this case, the tallest of these custom height settings will be applied to the system as a whole, and shorter values be ignored (though they are not removed automatically). However, if you apply a new staff height to a given measure/staff unit, then any existing staff heights on that system will be reduced to the new staff height (if they are taller; shorter ones will remain as they are). In this way, the latest change will be the value used for the score layout).

Vertical Spacing of Systems on the Page

Normally, MidiIllustrator fits as many systems as possible onto a page, and if there is any space left over, it spaces the systems evenly to fill that space so that the page looks more uniform. However, **as soon as you apply a vertical custom layout (staff height) to a measure/staff, systems on that page will no longer be automatically spaced vertically**, allowing you to manage the alignment yourself.

Removing Custom Layout (manually and automatically)

Custom layout height/width can be removed using the Layout Menu commands or by double

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clicking the appropriate custom layout frame with the left mouse button.

MidiIllustrator assumes that when you are modifying the actual notation in the score, this latest change should override any existing custom layout bar widths in the 'active' area. **Custom measure widths are removed automatically if the notation in the measure changes**. As such, custom layout is best applied when composing is more or less complete.

How Custom Layout interacts with MidiIllustrator's Automatic Music Layout

In general, MidiIllustrator automatically formats the music layout as you modify the notation in your score. When you apply a custom layout to part of the score, MidiIllustrator will try to accommodate the requested settings. However, MidiIllustrator will still ensure that basic rules for formatting are still applied, such as ensuring that a single system or measure cannot be any wider than the page containing it!

Furthermore, MidiIllustrator will **always** stretch the last measure in a system to reach the right margin of the page, unless the measure is the last in the score. As a result, custom width settings for such an 'end of system' measure may not be applied.

Note that empty measures with custom layout height or width cannot be compressed, and are treated as non-identical to other empty measures with different layout settings or no layout settings.

More About this Mode

You can make basic notation changes in Layout Mode, for example correcting score attributes like stave heights. You can change the presentation of the notation, but in this mode like Performance Mode, the raw music is generally protected so that you can 'interact' freely with the score without making unintentional changes.

Read more about the difference between Performance Mode and Layout Mode versus Edit Mode.

The different 'modes' in MidiIllustrator all have an associated 'view' which is optimized for working in that mode. Read more about Modes and Views here.

What else can you do with MidiIllustrator?

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.19.1.3 Edit Mode

Command Location: Tools Menu

Edit Mode is for full-scale score composition. Within Edit Mode, there are 3 sub modes for working with your scores in different ways.

- **Modes**
  - **Performance Mode**
  - **Layout Mode**
  - **Edit Mode**
    - **Normal Entry**
      - Recording a Real Time Performance
      - Note Entry via the On-Screen Piano Keyboard
      - Chord Entry via a Connected MIDI Device
    - **Mouse Entry**
    - **Power Edit**

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In contrast to Performance Mode, in Edit Mode you have full composing power with the score; the ability to add notes, modify note pitches, durations and so forth.

When you create a **new** score, it is initially displayed in Edit Mode, Normal Entry.

Normal Entry

Normal Entry affords you all of MidiIllustrator's score editing functions. The playback cursor which is displayed in Performance Mode is replaced with a special cursor which shows the 'Entry' item; a rest or a note depending on how you have configured the Entry item. Move the cursor to the desired insert position (time and pitch) and then use the item 'Insert' commands (see Insert Menu) to add to the notation.

If it is possible to 'insert' (rather than 'add') a new item at the cursor location in a given measure, MidiIllustrator will display the insert arrows above and below the flashing entry note. In this case, items to the left of the entry item will be shifted to the right after insertion. Read more about Inserting versus Adding new items in the score.

MidiIllustrator will also try to automatically apply the correct qualities for the new item given its 'entry context'. See more information on setting the entry item qualities, and the context sensitive entry qualities of Edit Mode.

Notes and rests can be selected using the mouse or keyboard, and then the various modification functions can be applied to the selection using commands from the Notes Menu and Rests Menu.

In Normal Entry mode, powerful tools are available to help you capture your musical ideas:
- Recording a Real Time Performance
- Note Entry via the On-Screen Piano Keyboard
- Chord Entry via a Connected MIDI Device

Selection Editing

When you have made a note selection, you can use the 'clipboard' functions to cut or copy the selection to another location in the score, or even to another score altogether (if it is also open in Edit Mode).

In order to protect existing score content when using the clipboard, some rules apply to where and how certain copied selections can be pasted into the score. Specifically:
- In Normal Entry (Edit Mode), only selections from single tracks can be pasted from the clipboard. For multi-track operations such as this, use Power Edit instead.
- Since tuplets are treated as a unit and have to kept intact, paste operations which overlap or interfere with existing tuplets are not possible.

Mouse Entry

Mouse Entry allows most of the functions offered by Normal Entry, but also allows you to edit notation directly using the mouse as a note entry and modification tool.

By contrast to Normal Edit, the entry note is immediately displayed at the insertion point as the mouse cursor moves over the score. Clicking the left mouse button will add a new note or rest. The same context sensitive entry rules apply to the entry item as in Normal Edit mode.

Chord notes can be entered in Mouse Entry mode by holding the **Control** key down when entering (inserts a new chord note at the insertion point, and leaves the cursor at the current insertion point).

Moving and Copying Notes with the Mouse - Mouse Entry and Normal Entry

In Mouse Entry mode and Normal Entry mode, individual notes can be selected and dragged, or copied to new times or pitches. Certain keys will modify the behaviour when existing notes are selected and dragged on the score. If no modifier key is selected, MidiIllustrator will monitor the drag direction and limit the dragging direction to **either**

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vertical **or** horizontal. This behaviour makes it easier to make notation changes accurately (override this behaviour with the **Alt** key - see below).

Using these keyboard 'modifiers' at the same time as dragging with the mouse will give different results:

Action	Keyboard Modifier	Effect
Dragging Vertically	None	Changes the pitch of the selected note to the new drag pitch.
	Control Key	Creates a copy of the existing note in the same time, at the new drag pitch.
Dragging Horizontally	None	Changes the time of the selected note to the new drag time.
	Control Key	Creates a copy of the existing note in the same pitch, at the new drag time.
Dragging Any Direction	**Alt** Key	Enables dragging both vertically and horizontally at the same time.

Moving Rests with the Mouse

Rests can be selected and repositioned vertically on the staff (if the rest type does not rely on its position relative to the staff in order to establish its identity, thus only quarter rests and shorter can be moved).

Note about Edit Mode and Printing

In order to make editing as comfortable and efficient as possible, the following features behave differently in Edit Mode:
- Empty Portions of Staves are always shown whilst in Edit Mode
- Empty measures are not compressed whilst in Edit Mode
- Rests in empty measures are not automatically centred in Edit Mode in order to make note/rest entry easier
- 'Timeline' view is temporarily deactivated in Edit Mode

For this reason, scores may not print exactly the same in Edit Mode as in Performance/ Layout Modes. Switching to Performance/Layout Mode before printing is therefore recommended for optimal printing results.

Note about Playback In Edit Mode

Normally playback continues until the end of the score is reached, regardless of whether there is still music left to play or not. In this way, lyrics and other score items are still highlighted and the metronome keeps flashing/ticking even if note playback is complete. In Edit mode, it is assumed that playback is essentially used for auditioning changes, and for this reason, playback will end automatically when the last note in the score has been played.

More About this Mode

Read more about what happens when you first start working with an *existing* song in Edit Mode - Performance Mode and Layout Mode versus Edit Mode.

The different 'modes' in MidiIllustrator all have an associated 'view' which is optimized for working in that mode. Read more about Modes and Views here.

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The Editing Palettes contain many of the key commands and settings for Edit Mode.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.19.1.3.1 Recording a Real Time Performance

Command Location: Perform Menu

The record tool allows you to capture a real time performance from a connected MIDI device. The performance is instantly converted to notation using your Recording Options rules and is added directly to your score.

Recording is possible only in Edit Mode, Normal Entry.

Before you can record to your score you must have configured a MIDI In device and ensured that you are 'listening' for MIDI In from that device.

You can configure the way in which newly recorded MIDI will be transcribed by MidiIllustrator by setting the Recording Options.

Beginning a Recording Session

When you are ready to record, position the cursor to the track and time where you would like recording to start. All new MIDI data will be added to the staff you selected before recording started. Existing data on that staff will be overwritten with the newly recorded data.

Begin recording by selecting the record command from the Perform toolbar or the Perform Menu. This will initiate playback of the score from the cursor position. Depending on your Recording Options, the metronome will sound a set of introductory beats.

The score will play as you record. Any notation on the active recording staff is muted during recording. The active recording staff is highlighted during recording (in the same way as the 'echo to' staff). If you do not wish to hear other staves as you record, mute them individually using Staff Tools or collectively using the Staff Manager.

When you have finished recording, end the recording session the same way as you began it, or by ending playback. If the end of the score is reached, recording and playback will stop automatically. If you need more recording time, Add Measures before recording.

Do not worry about ending the recording session as soon as you have finished performing; existing data on the active staff will **only** be deleted if it is replaced with newly recorded data (ie. if you don't play any notes, the existing notation will be untouched).

Now the recording session is complete, MidiIllustrator will convert the raw recorded MIDI into notation just as if opening and transcribing an existing MIDI file, applying your Recording Options.

You can also Tap In Rhythms with just the PC keyboard whilst recording.

My Recording is Out of Sync with the Existing Notation and/or the Metronome!

Sometimes there is a delay between a musician playing a MIDI instrument and the resulting MIDI instructions reaching MidiIllustrator. This is know as MIDI device latency. If you find that recorded notes are out of sync with existing notation even though you played notes at the same time as you heard them played back, then you should experiment with values for MIDI device latency in MIDI Options. This should allow MidiIllustrator to compensate for the device delay.

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Notes for Good Recording

Use the metronome! Use of the metronome whilst recording is highly recommended as the more accurate a performance is, the better it will be notated by MidiIllustrator. Try to adhere to the rhythm as far as possible.

If you are trying to get a very clean score, then try not to apply too much 'feeling' to the performance. Liberal timing will make the score harder to read when it is notated.

Experiment with Recording Transcription Options to get the best results.

Which MIDI Events are Captured When Recording?

MidiIllustrator captures all note on/off events, and all 'Controller' type events, such as sustain pedal messages.

Other Ways to Enter Notes

You can also capture your musical ideas with the following tools:
- Recording a Real Time Performance
- Using Note Entry via the On-Screen Piano Keyboard
- Chord Entry via a Connected MIDI Device
- Tapping In Rhythms with the PC Keyboard

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.19.1.3.2 Note Entry Via the On Screen Piano Keyboard

Command Location: View Menu / Keyboard

This tool allows you to enter single notes or whole chords directly into your score using the On Screen Piano Keyboard.

Note entry with the on screen keyboard is possible only in Edit Mode, Normal Entry.

Notes are entered by positioning the cursor to the desired insertion point, and selecting the entry pitch from the screen keyboard using the left mouse button. When the left mouse button is released, the note is added.

Holding down the **Shift key** whilst entering notation will result in **rest** entry rather than note entry.

The duration of the note or rest added is determined by the entry item qualities, and should be set before entering a new item.

Chord notes can be added in exactly the same way as with the mouse or computer keyboard; holding the **Control key** down whilst clicking notes on the on screen piano will keep the cursor in the current time position, ready for adding another note to the current chord.

Other Ways to Enter Notes

You can also capture your musical ideas with the following tools:
- Recording a Real Time Performance
- Using Note Entry via the On-Screen Guitar Fretboard
- Chord Entry via a Connected MIDI Device
- Tapping In Rhythms with the PC Keyboard

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5.19.1.3.3 Chord Entry Via a Connected MIDI Device

Command Location: Tools Menu / MIDI Options / MIDI In

This tool allows you to enter single notes or whole chords directly into your score using a connected MIDI device.

Before you can add notes to your score in this way you must have configured a MIDI In device and ensured that you are 'listening' for MIDI In from that device.

Note entry with a connected MIDI device is possible only in Edit Mode, Normal Entry.

Notes are entered by positioning the cursor to the desired insertion point, and entering the desired note pitch(es) using your connected MIDI device. When **all** the notes held down on the device have been released, the chord/note is added.

Holding down the **Shift key** whilst entering notation will result in **rest** entry rather than note entry.

The duration of the note or rest added is determined by the entry item qualities, and should be set before entering a new item.

Chord notes can be added in exactly the same way as with the mouse or computer keyboard; holding the **Control key** down whilst clicking notes on the on screen piano will keep the cursor in the current time position, ready for adding another note to the current chord.

Other Ways to Enter Notes

You can also capture your musical ideas with the following tools:
- Recording a Real Time Performance
- Using Note Entry via the On-Screen Piano Keyboard
- Chord Entry via a Connected MIDI Device
- Tapping In Rhythms with the PC Keyboard

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.19.1.3.4 Power Edit Mode

Command Location: Tools Menu / Edit Mode

Power Edit Mode, is one of the sub modes of Edit Mode. Power Edit allows you to quickly edit large areas of the notation, applying changes to whole measures or beats, and moving or copying multi-staff selections of notation from one part of the score to another (or to another score altogether using Copy/Cut/Paste Clipboard Functions).
- **Edit Mode**
  - **Normal Entry**
  - **Mouse Entry**
  - **Power Edit**

Selecting Ranges of the Score with Power Edit

The selection range or 'drag' range in Power Edit can be set using the keyboard arrow keys or the mouse.

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With the mouse, left-click the score and drag over the measure(s)/stave(s) group you wish to work with. When the mouse is released, you can extend the selection by holding down the **Shift key**, and click/dragging elsewhere on the score (on another page if you wish). The selection will be extended to the clicked/dragged location

With the keyboard, use the arrow keys to select measure(s)/stave(s) group. You can extend the selection by holding down the **Shift key**, and using the arrow keys (up/down for staffs, left/right for measures).

Depending on the value you have chosen for the Select Entire Bars option, mouse and keyboard cursor command will round the selection range to the nearest whole measure, or just the nearest whole beat.

Selecting Entire Staves

In order to select an entire staff, simply click the score just to the leftmost edge of the staff (just to the left of the clef). The entire staff will be selected. The selection can be extended to more whole staves by holding down the **Shift key** and repeating the action.

Another way to Make Copies of Complete Staves: If you wish to make a copy of one or more **complete** staves including notation, instrument, name **and** other staff properties, then it will probably be faster to try "making a copy of the selected staff" with the Staff Manager Dialog

Copying vs Moving the Selection ('Control Key' held during Mouse Drag/Drop)

When you have made a selection, you can use the 'clipboard' functions to cut or copy the selection to another location in the score, or even to another score altogether (if it is also open in Edit Mode). Cut the current selection to place it on the clipboard, then if desired, select a new location in this or another score, and paste the previous selection into the score.

For fast transfer of selections from one part of the score to another, click and hold the left mouse button over the existing selection. Hold the left button down, and drag the selection to the new 'drop' location. As you move, the drop area is highlighted in a different color to individuate it from the drag selection. Only valid, compatible drop areas will be highlighted. A compatible drop area is one which has exactly the same measure structure as the drag area (ie all measure lengths as the same). Releasing the mouse button will drop the selection in its new location. Holding down the **Control key** will copy the existing selection, rather than moving it.

Replacing vs Merging with Existing Notation (Power Edit Menu Option)

Select from the Power Edit Menu either of the following paste options:

- **Paste & Replace:** When pasting or dragging, any existing content will be **overwritten** by the new content. If pasting beyond the last measure in a score, MidiIllustrator will automatically extend the score to accommodate the new content.
- **Paste & Merge**: When pasting or dragging, any existing content will, where possible, be **merged** by the new content. If pasting beyond the last measure in a score, MidiIllustrator will automatically extend the score to accommodate the new content. Where pasted content conflicts with existing content (eg conflicting voices), the existing content will take precedence and dropped/pasted content will not be added

Inserting Dragged/Copied Measures ('Alt Key' held during Mouse Drag/Drop, or 'Insert & Paste' menu command)

By default, MidiIllustrator does not create new measures for pasted or dropped selections in Power Edit mode - dropped or pasted ranges either replace or merge with existing notation.

However with the '**Insert & Paste**' command, MidiIllustrator will create new measures prior to pasting/dropping copied range, meaning that existing notation shifted forwards as the score is lengthened to make room for the new dropped/pasted content. When choosing a drop point with the mouse, holding the 'Alt' key will display the 'insert' point with arrows instead of the usual 'drop range'.

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Note that for new measures to be inserted, the following criteria **must** be satisfied:
- the Select Entire Bars option must be enabled
- all dragged/copied measures must be the same length/time signature and must be the same length/time signature of the measure at the 'insert point' (the time signature of any measures created by the 'insert' action will also be the same as the time signature of the measure at the 'insert point').

Deleting the Selection

Using the '**delete**' or '**backspace**' key when a selection has been made will delete all notation in the range, but will leave the measure/staff structure intact. To remove whole measures/staves, see **Remove Measures.**

Using Other Functions Whilst in Power Edit

Whilst in Power Edit, certain notation functions will automatically apply to the current range selected (if any). This often makes it faster to apply changes to a particular range of measures. These functions include:
- **Clef**
- **Key Signature**
- **Transpose Notes**
- **Remove Measures**
- **Endings**

More About this Mode

Read more about the difference between Performance Mode and Layout Mode versus Edit Mode.

The different 'modes' in MidiIllustrator all have an associated 'view' which is optimized for working in that mode. Read more about Modes and Views here.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.19.2 Task Wizard

Command Location: Tools Menu

About Tasks

Tasks allow you to make a number of changes to your songs in one quick step.

For instance, you can use a Task to open a MIDI file and apply a series of special commands to the resulting score, such as converting the piece into a simplified two hand piano piece and highlighting all the accidentals in the score in a bright color.

The Task will then automatically save the file with a new name of your choice.

You can apply these instructions to any number of files with a single Task, or you can modify only the current score, or just the scores you have open at the time.

Note: It is up to you to save any Task changes to files you already have open.

Using the Task Wizard

Follow the instructions on each page of the Wizard, clicking the 'Next' button to move to the next step. You can hit the Back button at any time to make changes to the Task instructions.

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Available Tasks

TASK NAME	DESCRIPTION
Convert Karaoke (MIDI & Lyric) Scores to Song sheets	This Task performs exactly the same function as the Song Lead Sheet dialog. Unlike the Song Lead Sheet dialog however, this Task will not prompt you with any questions about how to arrange the song sheet (i.e. which staff holds the melody and which staff holds the harmony). The Task: • analyses the score to find the principal Lyric staff and the principal Melody staff, • merges the Lyric and Melody staves into one as necessary, and • hides (does not delete) all other staves.

Convert Scores to Two Hand Piano	Whatever the current score layout may be, MidiIllustrator will try to arrange the score into the most suitable form for solo piano.
	
	The Task:
	• Depending on your Tasks Options settings:
	  ○ removes from the score ALL drum staves using channel 10
	  ○ removes from the score ALL staves which are not using a piano instrument as their primary instrument
	• merges all of the staves in the score into a single staff
	• splits the staff 'automatically' into left and right hand staves
	• sets the MIDI device on each staff to the default MIDI playback device
	• sets the MIDI Instrument Patch on each staff to General MIDI Instrument 'Acoustic Grand Piano' (#1)
	• applies any MIDI Instrument Routings you may have created

Convert to MidiIllustrator Format (.mil) using the *current* Score Options	This Task provides a quick and easy way to convert any number of your MIDI or Karaoke files into MidiIllustrator format. This can be useful if you like to present or arrange your scores in a particular way. Formatting preferences can range from the choice of color in the score to more sophisticated arrangement preferences such as Transcription Options. The default Score Options are applied to each file as it is opened.

General Task Behaviour

All Tasks apply the default Score Options to a score as the file is opened. If you wish the Task to apply a particular configuration to the new score, for example, a particular font size or color to the score title then you must ensure this configuration is set as the default (Score Options, Set As Default). See Score Options for more information on setting defaults.

Applying Tasks to the Current Score, all Open Scores and Files stored on your Hard Disk

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WHAT IS CHANGED	HOW IT IS CHANGED
Current Score	The chosen Task is only applied to the visible score. The score is not closed or saved automatically when the Task completes. **Reversing the Task** Since you are applying the Task to a score which is already open, then you can subsequently reverse any changes made by the Task by simply selecting the Undo command in the Edit Menu.
All Open Scores	The chosen Task is applied to all the scores that you currently have open. The score is not closed or saved automatically when the Task completes. **Reversing the Task** Since you are applying the Task to scores which are already open, then you can subsequently reverse any changes made by the Task by simply selecting the Undo command in the Edit Menu.
Files stored on your Hard Disk	MidiIllustrator opens each file in turn, converts it to a score and applies the Task. The score is given a new name using the chosen suffix. The score is saved and closed. **Suffixes** Files will be given the suffix you specify e.g. '_2HP' and the extension of '.mil'. For instance file 'bach.mid' might be saved as 'bach_2HP.mil'. It is recommended that you use a suffix for your new files to protect existing files and make your new files easier to identify. **Warning: New files will be created** This Task command will create new files, but will overwrite any existing files with the same names in the folder you choose. **Open files** If you are applying a Task to a list of files stored on your hard disk, and one or more of those files is already open in MidiIllustrator, Task behaviour is slightly different. The Task will be applied to the open file as if it had just been opened. A **copy** of the modified score will be saved to disk with a new name based on the chosen suffix. The original, open file will not be renamed, saved or closed. **Reversing the Task** Since a new score is created, saved and closed by the Task, this command cannot be undone.

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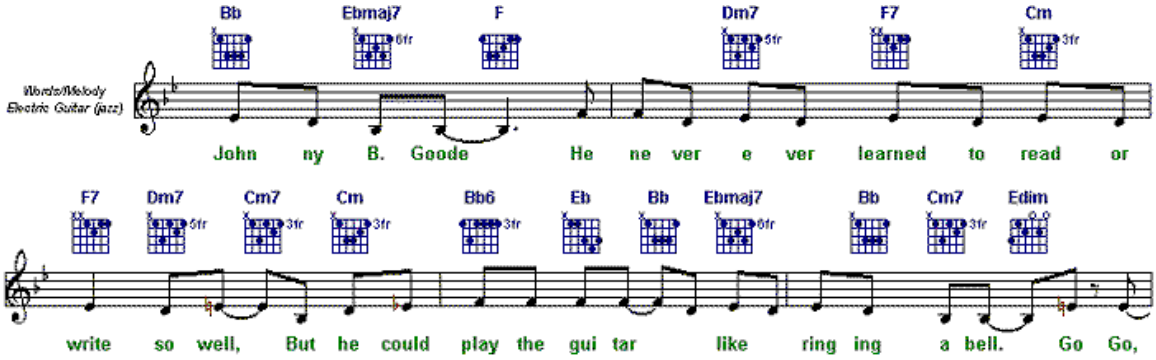
5.19.3 Generate Chord Names and Guitar Frets

Command Location: Tools Menu

MIDI and Karaoke files do not generally contain any information about chords or chord progressions. MidiIllustrator however, can intelligently analyse the music to determine which chords are being played in each beat or measure within the score. With this information MidiIllustrator can then display a combination of chord names and guitar fret graphics above the top stave.

The resulting chord progression can be very useful for creating Fake Books.



How MidiIllustrator analyses Chords

When you instruct MidiIllustrator to generate chords for your score, it will consider the musical content of all of the staves which are **visible** (active) at the time of analysis. The only exception to this is 'drum staves', that is to say staves with a MIDI channel value of 10. Drum staves are ignored because of the way in which pitch is used by drum instruments (see MIDI Channels and Drum Instruments).

When analysing for chords, MidiIllustrator is most interested in the harmonies in the score rather than any melody notes that it may contain. MidiIllustrator will do its best to ignore melody notes, but if you need to improve the accuracy of the chords generated, then you should try to hide any melody staves in the score before analysis begins.

Note: You can show or hide staves using the Staff Manager.

Steps in generating Chord Names and Guitar Frets

Measure Range	You can generate chord names for all measures in the score or just a range of measures. Existing chords in the range you analyse will be replaced. If you wish to reanalyse part of the score then select the appropriate range first.
Frequency of Chords	Depending on your preference, MidiIllustrator can generate the best chord for each beat, or for each measure. If you find that too many or too few chords are generated to match the melody of the piece, then you can change this setting accordingly.
Chord Types	By default, MidiIllustrator will only look for and generate chord types which are commonly found in the majority of Western music. If you are unsure which chords are characteristic of the type of music in the score you are analysing, then you should choose the default setting of 'Most Common Chord Types'. You can optionally add or remove particular chord types as

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	you see fit. If, for example, you were analysing a piece of jazz music, then you may want to include ninth chords in your analysis.
Display Options	MidiIllustrator can display chord information as textual chord names, such as 'Cmaj7' or 'Fsus4', or as a guitar fret graphic, which shows the fingering required on a conventional six string guitar (tuning 'EADGBE'). Sometimes it will not be possible for MidiIllustrator to say exactly which chord is right for a particular beat. In these cases, you can specify the symbol MidiIllustrator should display in place of a chord name. If you wish to leave these 'unknown' chords blank, then simply clear the text in the drop down box.

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5.19.4 Analyze Fingering

Command Location: Tools Menu

Finger numbers can be assigned to notes and chords in one of three ways:
- Manually using commands in the Notes Menu or with Keyboard Shortcuts
- Automatically for a selection of notes using commands in the Notes Menu or with finger number Keyboard Shortcuts without the need to open the Fingering Analysis dialog
- Automatically for the entire score, a range of staves, or a note selection using the Fingering Analysis dialog

Once you have assigned finger numbers to notes several new features become available:
- Finger numbers can be displayed in, alongside, above or below each note/chord in the score
- Finger numbers can be displayed on each key during playback on the On-Screen Piano Keyboard
- MidiIllustrator can show animated Performing Hands performing your score over the On-Screen Piano Keyboard

Automatic Fingering Analysis

Automatic Fingering Analysis is an advanced feature in MidiIllustrator which performs a customizable analysis of the notation in your scores and accordingly assigns finger numbers to each note and chord. Fingering analysis is customizable to help you assign the right finger numbers easily and quickly for a selection of notes or the whole score.

See also: notes on Obtaining the Best Analysis Possible.

Choose what to analyze	If a note range is selected in the score when the fingering analysis dialog is opened, MidiIllustrator will check the **Current selection only** checkbox. In this case, finger numbers are assigned to selected notes in the context of their position relative to one another and relative to other notes nearby in the score. **Ignore unselected notes when calculating**: With this option, finger numbers are assigned to selected notes in the context of their position relative to one another but ignoring other notes surrounding the

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	selection. This allows you to set fingering for a particular melody or musical idea without having other notes influence MidiIllustrator's fingering calculations. You can choose to analyze entire staves or the entire score. This will take some time as even a basic analysis is quite demanding on the average PC. See **Advanced Settings** below to configure you own kind of analysis.
Options	**Keep existing fingering and use it when calculating**: Normally, existing finger numbers will be ignored in the calculation and will be updated as MidiIllustrator sees fit. With this option checked however, MidiIllustrator will use any existing fingering in the score as a guide to how you would like finger numbers assigned to remaining notes and these finger numbers will not be changed in the analysis. You might use this option having assigned a finger number to a single note in an arpeggio, for example, and MidiIllustrator will then assign finger numbers to the remaining notes in the arpeggio using the manually assigned finger as a starting point.
Choose an instrument fingering	In the current version of MidiIllustrator, fingering analysis can be performed for **keyboard instruments** such as the **piano**. MidiIllustrator will decide which hand to use when fingering a given staff based on the assigned instrument playing hand (Staff Manager). You can override this when using the finger analysis dialog using the **Force Hand** commands. **Assign separate hand fingering for upper/ lower voices**: When MidiIllustrator finds more than one musical idea indicated in a staff with the use of voices, it will normally assign both the left and right hands to finger lower and upper voices accordingly. Uncheck this box to have a single hand notes across play multiple voices on each staff. Disabling this option may have consequences for Performing Hands making some multi-voice chord combinations unplayable.
Advanced Settings	The **Depth of analysis** and **Result Smoothing** settings allow you to control the effort MidiIllustrator applies to assigning finger numbers to a range of notes. Warning! Changing advanced settings - especially **Depth of analysis** may dramatically increase analysis time - so this option should be configured in the context of your PC processor speed. Generally, deeper analysis will result in better fingering, and increasing the result smoothing will address errors caused by insufficient depth of analysis. It's worth

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	experimenting with different analysis settings on different notation selections, especially if you can allow extra time for the analysis to proceed. **Remember these advanced settings**: Your settings will be saved when you close the dialog. These saved settings will also be applied when automatically assigning finger numbers for a selection of notes using commands in the Notes Menu or with Keyboard Shortcuts. **Restore Advanced Defaults**: Restore the default settings for **Depth of analysis** and **Result Smoothing**.

Finger Numbers

Valid finger numbers are from 1 to 5, starting with the thumb (1) on each hand through to the pinky (5).

Obtaining the Best Analysis Possible

Since assigning finger numbers is a very subjective task, automatic generation of finger numbers for entire scores will inevitably include some unsuitable finger assignments. There are many rules in the analysis which favours general rules and uses specific rules rarely. Sometimes, for example, you will see a finger roll incorrectly assigned to an arpeggio, or an awkward fingering for a 4 finger chord in order to make progress to the next note sequence easier. In some case a given fingering may simply suit one player more than another.

To get best results, using the following automatic fingering options in combination with your own manual fingering assignments is highly recommended:

- Ignore unselected notes when calculating. Remember that fingering for a given sequence is calculated in the context of the surrounding notation. Sometimes you will get better results if you generate fingering for a sequence in isolation. You can also do this quickly for a selection of notes using the fingering keyboard shortcuts.
- Keep existing fingering and use it when calculating. This is a quick way to get the fingering you want on a chord or arpeggio. Manually assign one or two finger numbers to a given sequence of selected notes using commands in the Notes Menu or with Keyboard Shortcuts. Select the range of notes you wish to assign finger numbers to automatically. Open the Automatic Fingering Analysis dialog and check the Keep existing fingering and use it when calculating option. MidiIllustrator will use the manually assigned finger numbers when assigning fingering to the rest of the selection. Usually, manually assigning the first and/or last note in a chord or arpeggio will help MidiIllustrator automatically assign the rest of the fingering to your requirements.

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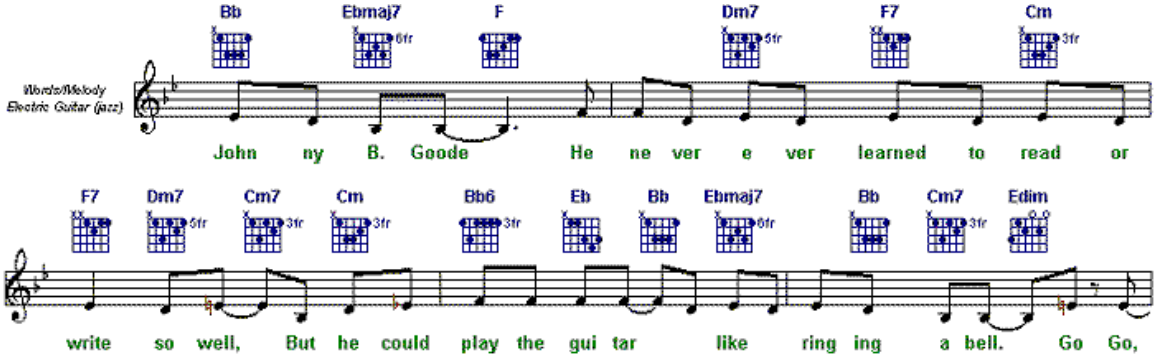
5.19.5 Song Lead Sheets and Fake Books

Command Location: Tools Menu / Generate Lead Sheets & Fake Books

The Song Lead Sheet/Fake Book dialog allows you to optimise the score layout for a particular purpose. There are three different 'style' Tasks you can apply to your scores.

TASK	PURPOSE
Song Lead Sheet	Generates a score which shows only the **melody** of the piece and the accompanying **lyric**. **Note:** When you first open a Karaoke file containing lyrics MidiIllustrator will optionally ask you if you would like to present the score as a Song Lead Sheet.
Fake Book Style 1	Generates a score which shows the **melody** of the piece and the accompanying **lyric**. **Chord Names** are added to the top stave to show the chord progression through the score. Lyrics will only appear if they exist in the score.
Fake Book Style 2	Generates a score which shows the **melody** of the piece and the accompanying **lyric**. **Chord Names** and **Guitar Frets** are added to the top stave to show the chord progression through the score. Lyrics will only appear if they exist in the score.

Note: You can also apply these style Tasks to your scores using the Task Wizard.



How MidiIllustrator converts the score

MidiIllustrator automatically analyses the score to find those staves which contain the lyrics, the melody and chord harmonies. The 'best' melody staff and, where applicable, the 'best' lyric staff will be highlighted in the Lyric Staff and Melody Staff Display Windows. If MidiIllustrator has not chosen what you think are the best staves, these selections can be changed by selecting your choice of staff in each window.

Reanalyse Staves	If you have selected your own staves in the Lyric Staff and Melody Staff Display Windows, and would like MidiIllustrator to analyse the piece again to find what it believes are the best Lyric and Melody staves, simply press the 'Reanalyse Staves' button.
Chord Generation Rules	When MidiIllustrator generates chords for the score as part of this Task, it will use the current settings for generating chord names and guitar frets. These settings can be modified by opening the Generate Chord Names and Guitar Frets dialog.
Lyric Staff	This window displays all of the staves contained within the score. It shows the staff

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	number (#), its name (e.g. Acoustic Grand Piano) and the number of lyrics (if any) contained within the staff. One staff will be highlighted when the window is first opened, and this will be the staff that MidiIllustrator has found to be the most appropriate Lyric staff. If MidiIllustrator has not chosen what you think is the best Lyric staff, you can change it by simply selecting your choice from within the window.
Melody Staff	This window displays all of the staves contained within the score. It shows the staff number (#) and its name (e.g. Bass Clef) and the number of melody notes contained within the staff. Note that this last value is a very rough analysis of each staff's 'melodic' content. The staff with the highest number of melody notes is not necessarily the best match for the lyric staff. When MidiIllustrator chooses the melody staff it chooses the best melody staff for the best lyric staff. One staff will be highlighted when the window is first opened, and this will be the staff that MidiIllustrator has found to be the most appropriate staff for the Melody. If MidiIllustrator has not chosen what you think is the best Melody staff, you can change it by simply selecting your choice from within the window.
Merge the Lyric & Melody Staves & temporarily hide other staves	Once you have found the Lyric and Melody staves that you wish to use, you can merge them into one staff and temporarily hide the others. This will result in one staff combining both the Melody and the Lyrics. MidiIllustrator will not delete any staves in this process. You can make the hidden staves visible at a later stage using Staff Manager.
Show only the Lyric & Melody Staves (temporarily hide other staves)	Once you have found the Lyric and Melody staves that you wish to use, you can temporarily hide the other staves. This will result in a score made up of two staves, one for the Lyrics and one for the Melody. MidiIllustrator will not delete any staves in this process. You can make the hidden staves visible at a later stage using Staff Manager.
Hide traditional staff notation & instead show staves as timelines (Performance Mode Only)	This command allows you to hide traditional staff notation on the score and instead show staves as a timeline. This option can be changed after the task has completed.

If, at any time, you wish to revert to the standard score layout, simply click on the Cancel button.

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5.19.6 Theme

The MidiIllustrator interface supports smart docking for toolbars and special controls such as the On-Screen Piano Keyboard and List Bar. Dragging these controls by their title bars will automatically show the smart docking manager allowing you to dock one control to another or to the main program frame in order to make the best use of your screen real-estate.

Different themes or color schemes can be applied to the MidiIllustrator program interface. These themes will affect the look of all the interface components such as toolbars, menus and control windows.

Themes can be chosen via the Tools Menu.

The themes available are:
- Black
- Blue
- Silver
- Aqua

You can also customize the On-Screen Piano Keyboard.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.19.7 MIDI Options Dialog

Command Location: Tools Menu / MIDI Options

The MIDI Options dialog allows you to make changes to the following attributes of MidiIllustrator:
- MIDI Out/Playback
- MIDI In/MIDI Echo
- Metronome
- MIDI Device Sharing
- MIDI Shortcut Keys
- MIDI Instrument Routing

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.19.7.1 MIDI Playback

Command Location: Tools Menu / MIDI Options / MIDI Playback Tab

The MIDI Playback tab allows you to choose which MIDI devices are available to MidiIllustrator for playback of scores. Note that the devices available for MIDI Echo are exactly the same as the devices available for MIDI Playback.

If you are using MidiIllustrator for the first time and want to learn more about setting up your soundcard and choosing MIDI devices, then see Configuring Sound and Playing Back Scores in the Getting Started section.

Default MIDI Device

When you run MidiIllustrator for the first time it attempts to select and configure a default MIDI device for playback. MidiIllustrator will try to identify and use the 'preferred' MIDI

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device which Windows uses for all MIDI output (this device is often referred to as the MIDI Mapper).

You can make any or all of the devices on the list available for playback. Select a MIDI device from the list by ticking its check box.

You must have a default device selected in order for MidiIllustrator to playback files. Set the default device by selecting it from the list and clicking the 'Set Device As Default' button.

When opening files, MidiIllustrator will always use the default MIDI device (marked in the list with [DEFAULT]) though you can configure a file to use any of the devices which you have checked in the MIDI Playback device list. See Staff MIDI Device for more information.

If you want MidiIllustrator to always play songs using the [DEFAULT] device you have selected for playback, then you should ensure that each Staff MIDI Device is set to the "**Default Device**" entry in the device list.

Testing the selected MIDI Device

If you have selected one of the devices in the list, you can quickly test the device by clicking the 'Test Device' button to hear a typical output from that device. A single MIDI note will be played on the selected device (Channel = 0, Patch = 0).

MIDI Device List

If there are no devices listed, then your computer does not have any sound equipment or the sound equipment has not been configured for use with Windows. In either case see the documentation that came with your computer.

What if there is no sound during Playback?

This can be caused by a number of problems. Assuming you have at least one MIDI device in the list and you have set that device as the default for Playback, review the check list below:

- **Check your hardware:** Does your system make any sound at all? Are your speakers connected properly?
- **Check your playback devices:** If you have more than one MIDI device in the list, try selecting another device. It is quite possible that one or more of the devices in the list will not make any sound. This is especially likely if the device name contains terms such as 'MIDI OUT', in which case the MIDI signal from MidiIllustrator is being redirected by your soundcard to an external MIDI device such as a Piano Module. If you do not have an external device connected to your computer, avoid devices with names containing these terms.
- **Check your song devices with Staff Manager:** MidiIllustrator can play each staff or track in a song using a different device, and always tries to restore the device the song was saved with for each staff. If that device is not working, or is not setup to playback, then **try selecting another device for each track** in Staff Manager.

MIDI Devices and Scores

You may choose to have different scores use different MIDI devices for playback. If a device used by one of your scores becomes unavailable to MidiIllustrator (i.e. it does not appear in the device list) then MidiIllustrator will automatically assign the default device to those scores. This will also happen if you uncheck a device which one of your open scores is using. That score will automatically switch to playback using the default device.

MIDI Device Management Between Sessions

MidiIllustrator remembers and restores your MIDI IN and OUT device preferences every time you start the program. This means that you can swap MIDI devices (such as USB MIDI ports/adapters) in and out of your system between MidiIllustrator sessions and MidiIllustrator will still be able to play saved songs with the device they were originally configured to use, even if the Windows MIDI device configuration has changed or been reordered. Furthermore, MidiIllustrator will only reset to the default Windows devices when

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the system changes if the MidiIllustrator preferred defaults no longer exist in the Windows MIDI device list (visible via Control Panel).

Advanced Settings - Playback Latency (see also MIDI In Latency)

If you find that when playing scores there is a small delay between when you ***hear*** notes and when you ***see*** them highlighted on the score, or if the cursor appears to move just before the beat, then you can use the MIDI Out device latency to synchronize the sound and screen events.

Note that Playback Latency differs from MIDI In Latency which is for synchronizing connected MIDI devices (usually when recording). You should try to correct any Playback Latency **before** adjusting MIDI In Latency.

"Latency" (or "lag") is common to all MIDI software and occurs most often with software synthesizers such as the widely used "Microsoft GS Wavetable SW Synth", but your overall system speed is also a factor. Sometimes it takes a short while for the MIDI instructions to be processed by the MIDI device and so there is a delay between the signal being sent, and the sound being heard. This is typically around 100 ms (milliseconds) for the "Microsoft GS Wavetable SW Synth" on Windows XP SP2. There is no accurate way for MidiIllustrator to calculate any latency, so you must use trial and error to set a value which synchronizes playback on your system with screen updates.

First things first! Use your system's best hardware... Certain MIDI playback devices - especially software synthesizers such as the "Microsoft GS Wavetable SW Synth" - are more susceptible to this kind of delay than hardware MIDI devices. If you have a soundcard installed in your machine (for example: a Creative Labs SoundBlaster) then you will find that that selecting this card's MIDI device for playback over any installed "synth" devices may produce much better synchronization between visual and audio events ***without*** needing to set any value for Playback Latency.

When to use Playback Latency:
- ...when there is a small delay between when you ***hear*** notes and when you ***see*** them highlighted on the score
- ...when you are using the PC keyboard to 'tap in' notation rhythms in time with the metronome and you notice that and there is a delay between your entered notes and the recorded notes as displayed after recording

MidiIllustrator automatically tries to set a value for Playback Latency when the value is left at "Auto". If in any doubt about your settings, you should leave the value set at "Auto".

You may need to experiment with Playback Latency values to achieve perfect synchronization of note sounds and note highlighting on your system. Start with a very low value, maybe 20ms. If the cursor is moving **before** you hear the beat, **increase** the latency value. If it starts to move **after** the beat, you should **reduce** the latency value.

Note about recording (MIDI In) latency: If you have ensured good synchronization between sound output and screen updates (if necessary using a Playback Latency value) and you are ***still*** experiencing lag when recording from a MIDI device, you should experiment with MIDI In Latency.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.19.7.2 MIDI In and Midi Echo

Command Location: Tools Menu / MIDI Options / MIDI In and MIDI Echo Tab

The MIDI In and MIDI Echo screens allow you to configure an external MIDI Instrument to interact with MidiIllustrator. An example of a MIDI Instrument might be a MIDI Keyboard or a

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MIDI Guitar.

Note: Neither MIDI Echo nor Step by Step mode will work properly unless you have configured a MIDI In device and you are 'listening' for MIDI In from that device.

MIDI In

In order for MidiIllustrator to receive input from a MIDI In device you must:
- Select a device with MIDI In capabilities from the MIDI In device list. If there are no such devices listed in the MIDI In drop down box, then either there is no MIDI In capable equipment installed on your computer, or it has not been configured properly to work with Windows.

- Begin 'listening' on the selected MIDI In device by checking the 'Listen to MIDI In' check box.

MidiIllustrator will now hear any MIDI data generated by your external MIDI instrument. What it does with that data depends on how you configure MIDI Echo and/or Step by Step mode.

MIDI Echo

All MIDI data received from an external MIDI device can be 'echoed' to another MIDI device of your choice. Typically you would use MIDI Echo to take the MIDI notes passed in from your external MIDI Keyboard and play them through your computer's MIDI equipment. This gives your MIDI instrument access to all the instrument sounds provided by your computer's MIDI devices.

In order for MidiIllustrator to play back MIDI data received from your external MIDI instrument you must:
- Choose a MIDI Echo Instrument. See the MIDI Echo Instrument dialog for details on choosing an instrument.
- Begin 'echoing' to the selected MIDI Echo device by checking the 'Echo MIDI' check box.

Echoing to a Staff Instrument vs Echoing to the MIDI Echo device

By default, all MIDI data received through the MIDI In device will be broadcast to the MIDI Echo device. The sound you will hear will be played by the MIDI Echo instrument. You can, however, opt to have MidiIllustrator redirect the MIDI In data to any of the Staff Instruments used in the current score. For further information see Echoing to a Staff Instrument vs Echoing to the MIDI Echo Instrument in the Echoing to a Staff Instrument section.

MIDI In Latency (see also Playback Latency)

Sometimes there is a delay between notes being input to a connected MIDI device and these notes reaching MidiIllustrator via various computer soundcards and any other MIDI device in the 'chain'. This is know as **MIDI device latency** (or "lag"). If you find, for instance, that recorded notes are out of sync with existing notation even though you played notes at the same time as you heard them played back, then you should experiment with values for MIDI device latency.

Note that MIDI In Latency differs from Playback Latency which is for correcting any delay between when you ***hear*** notes and when you ***see*** them highlighted on the score during playback. You should try to correct any Playback Latency **before** adjusting MIDI In Latency.

For example, if recorded notes are appearing later in the in the score than they were played (in time with the metronome) then choose a starting value of say 100 (100 milliseconds) and retry recording. Keep increasing the value until the notes recorded are allocated the correct time. This is a trial and error process and is different for every MIDI system setup!

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5.19.7.3 Metronome

Command Location: Tools Menu / MIDI Options / Metronome Tab

The Metronome tab allows you to activate/deactivate the Metronome and contains the 'Rules for Metronome Use'. The current Metronome settings are displayed on the tab and the 'Choose Instrument' button provides a link to the Metronome Instrument dialog.

Note that these metronome rules may be overridden by Practice Session metronome settings, or Recording session metronome options.

Use MIDI Metronome	This check box activates/deactivates the MIDI Metronome subject to the rules contained within the 'Rules for Metronome Use' section of the tab. (See **Rules for Metronome Use** below).
Use Speaking Metronome	When the Metronome is active and the Speaking Metronome is enabled, the metronome will count the beats out loud using a human voice instead of the Metronome Instrument. This is especially useful when learning rhythm. The counting voice files are stored in the following location: ***<USER>\Documents\Rallentando Software\MidiIllustrator Maestro 3\Resources\Sounds\Metronome\Voice*** You may overwrite these files with recordings of your own but we recommend first backing up the original wave files.
Rules for Metronome Use	There are two rules associated with the Metronome: • Use Metronome throughout playback of score, • Metronome Intro Bars and one associated with the Metronome Light: • Flash on beat for: [ ] ms *Note:* ***The 'Use MIDI Metronome' check box must be checked or the metronome will make no sound, regardless of how you configure the metronome rules.***
Use Metronome Throughout Playback of Score	This check box allows you to choose whether or not to have the Metronome ticking at all times during playback.
Flash on beat for: [ ] ms	The Metronome Light (M. Light) flashes in time with each beat of the music to give you a visual representation of the time signature of the piece, and different shades of color are used to identify the Accented Beat and the Normal Beat. The 'flash on beat for' drop down box allows you to set the length of time in milliseconds ('ms') that the colors used in the M. Light are displayed for (or flashed) on each beat of the music. You can choose from as little as 10ms to as much as 500ms. To prevent any flashing, and instead see just the solid colors, set a flash time of 0. For more information about the M. Light, see the Metronome Light section of the View Menu.
Metronome Intro Bars	Metronome Intro Bars are metronome beats that play before playback of the piece commences, and are a useful way of familiarising yourself with the rhythm of a passage. The type of Metronome Intro is selected using two drop down boxes.

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	The first Metronome Intro Bar drop down box contains the following options: • No Intro • 1 Bar • 2 Bars • 3 Bars • 4 Bars • 2 Beats (the shortest intro) .. when starting: and the second drop down box has the following options: • at beginning of piece • at beginning of a measure • at beginning of a beat • anywhere You may, for example, decide that when you are starting playback from the beginning of the piece, you would like the metronome to start playing one bar before the start of playback. If you wanted the metronome to play throughout the piece, as well as playing an introduction, you would also have to tick the **Use Metronome throughout playback of score** check box. If this is left unchecked, the metronome will only play the introduction.
Choose Instrument	Opens the Metronome Instrument dialog.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.19.7.4 MIDI Device Sharing

Command Location: Tools Menu / MIDI Options / MIDI Device Sharing Tab

The MIDI Device Sharing tab affords you the flexibility to control how MidiIllustrator uses and shares 'MIDI Devices' with other programs.

MIDI devices are used by MidiIllustrator whenever some kind of MIDI function is performed. One device is used for playback, another device might be used to generate metronome beats, and yet another device might be used to 'listen' to a external MIDI Instrument, such as a MIDI Keyboard or a MIDI Guitar.

Most MIDI devices can only be used by one Windows application at a time. This means that if another programs is using your favourite MIDI playback device at the time you start MidiIllustrator, MidiIllustrator may present a 'Device Already Used' error when you try to play back a score.

MidiIllustrator cannot ensure that other programs will share MIDI devices. You can, however, instruct MidiIllustrator to share devices with other programs based on whether or not it is the 'active' window. In this way, MidiIllustrator can relinquish MIDI devices at the moment you switch to another MIDI programs which needs them. When you switch back to MidiIllustrator (thereby making it the active window once more) MidiIllustrator will once again take control of the MIDI devices.

Note: ***Not all Windows programs share MIDI devices. If you find that MidiIllustrator cannot use a particular device then this is probably because another programs is monopolising that device. In this case you should close all other MIDI programs.***

Sometimes you will want MidiIllustrator to maintain control of MIDI devices even

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when it is not the active window. For instance, you may wish to have MidiIllustrator play back one of your songs in the background whilst you are using another programs. In this case, you would want MidiIllustrator to keep control of the MIDI Playback device.

COMMAND	EFFECT
Allow Playback (MIDI Out)	When checked: The MIDI Playback device is controlled by MidiIllustrator as long as playback is in progress, even if MidiIllustrator is not the active window. When playback ends the play back device is released. When unchecked: If you switch to another programs whilst MidiIllustrator is playing back a song, playback will end and the MIDI Playback device will be released.
Allow MIDI In and MIDI Echo	When checked: Both the MIDI In and MIDI Echo devices are controlled by MidiIllustrator as long as MidiIllustrator is running, even if MidiIllustrator is not the active window. This allows you to echo MIDI data from your external MIDI Instrument even when MidiIllustrator is minimised. When unchecked: If you switch to another programs, MidiIllustrator will no longer 'listen' to the MIDI In device nor will it echo to the MIDI Echo device, and both devices will be released.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.19.7.5 MIDI Shortcut Keys

Command Location: Tools Menu / MIDI Options / MIDI Shortcut Keys Tab

MIDI Shortcut Keys allow you to control many of MidiIllustrator's functions using your connected MIDI instrument (such as a MIDI keyboard) as a 'remote control'.

Note: The MIDI Shortcut Keys Tab is not available in some modes (during playback, Step by Step Mode, Practise Session).

Instead of using the mouse or keyboard, you can input certain commands using your MIDI instrument. MidiIllustrator will listen for notes entered in this way and will carry out commands accordingly.

Note that for MIDI Shortcut Keys to work, you must have connected MIDI instrument connected and configured for use by MidiIllustrator, and you must be 'listening' for MIDI Input on a MIDI In device.

Note: Try not to use shortcut key pitches which you will often use during performances, or commands may be inadvertently sent to MidiIllustrator whilst you are simply playing notes on your instrument. To this end, it is best to avoid using keys near the middle of a MIDI keyboard, and instead configure less frequently used keys at either end of the instrument.

Shortcut keys are **deactivated** in Edit Mode - Normal Entry as in this state MIDI input is converted to notation and added to the current score.

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Entering Note Values from your Instrument

For each of the commands below, you may configure a corresponding key, or note on your MIDI Instrument. You can enter note values manually using the drop down box, or you can select an instruction from the list, click the "**Use Next MIDI Note Entered...**" button and then tap a key on your MIDI device to set a particular value.

Enabling MIDI Shortcut Keys

Don't forget to set both "**Listen for MIDI Shortcut Keys**" on this Options page, and "**Listen to MIDI In device**" on the MIDI In / MIDI Echo Options page in order to enable MIDI Shortcut Keys.

On-Screen Keyboard

Once configured, you will be able to see which notes on your MIDI Instrument are configured for use as MIDI Shortcut Keys by displaying MidiIllustrator's On-Screen Keyboard. Configured keys are highlighted with colored markers as a quick reference.

Instruction Name	***Instruction***
Page: Next	Turns the page.
Page: Previous	Turns the page.
Perform: Play/Stop	Begins/Ends playback.
Perform: Rewind	Rewinds playback.
Step by Step: Cue Playback from Step Position	Synchronizes the playback position to the current Step Position. See also Setting the Playback Starting Position in Step by Step Mode.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.19.7.6 MIDI Instrument Routing

Command Location: Tools Menu / MIDI Options / MIDI Instrument Routing Tab

MIDI Instrument Routing allows you to control the way in which certain instruments (or MIDI 'patches') are handled by MidiIllustrator during playback.

When a MIDI file is created, each staff in the song is usually given a particular Channel and instrument Patch. You can read more about channels in the MIDI Channels and Drum Instruments section. Furthermore, when the file is first opened, MidiIllustrator will assign the default MIDI playback device to each staff. This is usually the soundcard in your computer which has 128 instrument 'General MIDI' sounds.

If you have more than one MIDI playback device available to your system however, you may prefer that all 'Piano' instruments are played using a dedicated 'Piano' MIDI module which you may have attached to your system via MIDI cables. Or you may simply prefer some instruments sounds from one sound card over another. In this case, you can create a MIDI Instrument Routing, which will tell MidiIllustrator to use a preferred instrument from a preferred MIDI playback device every time a new MIDI song is first opened.

Furthermore, some MIDI devices only 'listen' on certain channels, so you may wish to specify which channel is used for a particular routing.

The MIDI Instrument Routing tab has the following buttons:
- Add Routing
- Edit Routing

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- Remove Routing

The Add/Edit Routing Dialog

When you create or edit a routing, you must supply the following information:
- The Instrument you wish to route to a particular device and channel
- Channel rules to use when identifying that instrument
- Which channel that instrument should be played through
- Which MIDI playback device that instrument should be played through

For example, you may wish to have all *Acoustic Grand Piano* staves played using MIDI device 'A' on channel 1. In this case you would choose the following configuration:
- Route instrument: **1. Acoustic Grand Piano**
- on… **Channels 1-9 or 11-16** *(the original channel used for this instrument)*
- to… **Channel 1** *(the new channel to be used for this instrument)*
- using… **MIDI Device 'A'**

Here we have specified a rule concerning which channel the instrument must *originally* be on for the routing to apply. The reason for this is that channel 10 is often treated differently to other MIDI channels (read more about this here: MIDI Channels and Drum Instruments) and we do not wish to mistakenly route instruments other than piano sounds. In keeping with this principle, when the *original* channel value is set to channel 10, the instrument names in the instrument box will automatically change to the corresponding General MIDI drum names.

Bear in mind that a given instrument patch may *originally* be set on *any* channel, so specifying an original channel such as 'Channel 13' may dramatically limit the number of effective routings. That said, in general you should be as strict as possible with routing rules to prevent unexpected behaviour during playback.

NOTE: Routings should be used with care as some can make your songs sound strange, and may even result in silent staves during playback if MIDI devices are not attached or switched on.

Once the routing has been created, it will be applied **ALL MIDI FILES** opened from that point on, and **no reminder** will be posted to inform you that a routing is being applied to a particular song staff.

You can temporarily disable routings at any time by unchecking the box on the left of the routing list.

When are Routings Applied?

Routings are applied whenever:
- A MIDI file is opened and automatically converted to notation
- The "Convert Score to 'Two Hand Piano'" Task is applied to a score.

Routings will **not** be applied to existing *.MIL files as they are opened, and subsequent changes to channel and MIDI device settings using Staff Manager will **not** be overridden by routings.

Duplicate or Conflicting Routings

If you create duplicate or conflicting routings (i.e. routings where two different rules are applied to the same instrument/channel combination) then you may see unexpected results. MidiIllustrator will try to apply each and every routing **in order** to a staff in a given song, meaning that that the lowest valid routing in the list will take precedence over any others already applied.

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5.19.8 Program Options Dialog

Command Location: Tools Menu / Program Options

The Program Options dialog allows you to make changes to the following attributes of MidiIllustrator:

- Playback
- General Preferences
- Editing Options
- Recording Options
- Keyboard Options
- Program Colors
- Save
- Import Options
- Step by Step Options
- Tasks Options
- File Types

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.19.8.1 Playback

Command Location: Tools Menu / Program Options / Playback Tab

The Playback tab allows you to make changes to the way in which the score is **displayed** during playback.

The following attributes can be changed:

Cursor	There are five cursor display options for playback: • Does not follow playback • Follows nearest playback beat • Follows exact playback time • Follows nearest playback note • Turns pages but remains hidden By default, the cursor follows the 'nearest beat during playback'. This is generally the most useful setting for understanding the rhythm of the piece, and is also the best choice when you are using the metronome. In scores where notes regularly fall just before or after the beat, it may be more useful to have the cursor staff time or the nearest note. Unless you select 'Does Not Follow Playback', MidiIllustrator will automatically move from page to page on the score in order to keep the cursor visible at all times. To hide the cursor altogether during playback, but still have pages turned automatically, select 'Turns pages but remains hidden'. **Note:** The 'Follows Exact Playback Time' setting can place quite high demands on your

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	computer as the cursor position changes rapidly.
Advance Page Turn	This option allows you to determine how and where in the score the page is turned during playback. This can be useful if you are sight-reading ahead of time as you may want the page to be turned before playback reaches the end of the page. **Scroll and Fade In the Next Page** (available only in Window View, Performance Mode) MidiIllustrator can turn the page using special graphical effects to 'split' the screen as the music is played out, showing both the current passage *and* the next passage (on the next page) at the same time. To do this, MidiIllustrator 'reads ahead', and determines how much of the next page can be scrolled onto the current page without obscuring the current playback notation. The next page can be scrolled on from top to bottom, or from left to right and MidiIllustrator can automatically decide the best scrolling method at any particular position in the score. This enables you to read the score at the current playback position, and also read ahead to the notation on the next page which would otherwise be hidden by redundant parts of the current page. **Note:** In some cases, the score layout will prevent MidiIllustrator from showing any part of the next page, even when advance page turn scrolling is activated. If showing the next page would, for example, hide an important part of the current playback page, then scrolling will be temporarily deactivated. This happens most often when a measure on the current or next page is very long, taking up much of the screen and leaving no room to show parts of both the current and next pages at the same time. Choose from the following Scrolling options: • Vertically if possible, then Horizontally (default, recommended) • Horizontally if possible, then Vertically • Vertically only • Horizontally only • Do not scroll next page **Staff Tools and Advance Page Turn** During page turning, the staff controls of the partially displayed 'next' page will be temporarily disabled until that page is shown completely and it becomes the 'current' page. You can click on the 'next' page notation at any time (to advance playback), but clicking on the staff tools (if shown) will have no effect. You

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	can click on the staff tools of the current page at any time during page turning. **Fading in the Next Page** More powerful computers will be able to use the advanced features of page turning, and allow special effects during the page turn. Fading in the next page will make the page turn appear much smoother, and less distracting if you are trying to sight-read from the screen at the same time. Choose from: • Fade In next page • No special effects If you wish, you can have MidiIllustrator simply fade in the page with no scrolling, by selecting "Fade In next page " and "Do not scroll next page" above. **NOTE: Fading the next page into view requires quite a lot of processor power. If you find that the page turn is slow or jerky, ensure this option is disabled.** **Simple Page Turn** As an alternative to scrolling/fading in the next page, you can simply choose to have MidiIllustrator switch to the next page before the current page is completed. To configure Advance Page Turn, simply choose a 'quantity' from the first drop down box, and a unit of duration from the second drop down box. The second has the following options: • Whole Beat(s) • Half Beat(s) • Measure(s) • Whole Note(s) • Half Note(s) • Quarter Note(s) • 8^{th} Note(s) • 16^{th} Note(s) • 32^{nd} Note(s) • 64^{th} Note(s) So you might select '1' in the first drop down box and 'Whole Beat(s)' in the second drop down box and the page will be turned one whole beat before playback reaches the end of the page.
Highlight Notes/Lyrics During Playback	This option can make it easier for you to follow a piece during playback as it highlights the notes and lyrics on the score as the music is played. As an aid to sight-singing, you can optionally advance the lyric highlighting by the amount of

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	your choice. See the Playback section of Score Options. If you find that when playing scores there is a small delay between when you ***hear*** notes and when you ***see*** them highlighted on the score, try adjusting Playback Latency. The Highlight Notes/Lyrics... option is turned on by default.
Grey Muted Notes	If a staff has been muted (see the Sound section of Display and Playback) this option allows you to show the muted notes on the score in a different color to the standard notes. The color of the muted notes can be changed using the Color tab. Muted notes do not highlight during playback if this option is enabled. The Fade Muted Notes option is turned on by default.
Advance Lyric Highlighting	By default, MidiIllustrator will highlight Lyrics during playback at exactly the time they occur in the score. You may, however, wish to have Lyrics highlighted slightly in advance of their playback time as an aid to 'reading ahead'. The drop down box contains the following options: • On Time • A Whole Note Ahead of Time • A Half Note Ahead of Time • A Quarter Note Ahead of Time • An 8^{th} Note Ahead of Time • A 16^{th} Note Ahead of Time • A 32^{nd} Note Ahead of Time • A 64^{th} Note Ahead of Time
Apply	The Apply button applies all the changes made to the score without the need to close the dialog box.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.19.8.2 General Preferences

Command Location: Tools Menu / Program Options / Program Colors Tab

The Application Colors Tab allows you to change the Metronome Light flash colors.

Colors

To change the default color of an item, simply select the item in the list, click on the 'Modify' button, and choose a new color from the Color palette. Then click 'OK' in the Color tab for the changes to take effect on the score.

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Note that changes are made to the application dynamically (without the need to close the dialog box with the OK command), in order to facilitate experimentation with new settings.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.19.8.3 Program Colors

Command Location: Tools Menu / Program Options / General Preferences Tab

The General Preferences tab allows you to customise some of MidiIllustrator's general features. You can, for example, set MidiIllustrator to automatically open the last file that you were working on as it starts up.

At startup...	**...open launch screen**	When you select this option MidiIllustrator will display the launch screen when it starts up, allowing you quick and easy access to the program's most common activities.
	or **...restore last session**	When you select this option MidiIllustrator will automatically restore the set of scores that you were last working on when it starts up.
	Open score transcription wizard for MIDI/Karaoke files	MidiIllustrator can automatically make all the decisions necessary to convert your MIDI and Karaoke files into notation. Alternatively, you can use the Score Transcription Wizard to have MidiIllustrator arrange the file's musical content in a particular way, by selecting from a list of custom presentation modes. Depending on the style of the music, this can have a dramatic effect on readability. When the 'Open Score Transcription Wizard..' box is checked, MidiIllustrator will automatically open the Score Transcription Wizard when you open a Karaoke file, or a MIDI file.
	Open lead sheet conversion dialog for Karaoke files	Check this box if you would like the Song Lead Sheet dialog to open automatically when you select a karaoke file which contains lyrics.
Warnings	**Show General Messages**	General Warning Messages are displayed when you perform actions that have consequences that you may be unaware of. The purpose of these messages is to

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		double check that you are completely comfortable with the action that you are about to take. The messages can be turned off by unchecking the 'Show General Warning Messages' box, but it is best to leave the warnings on until you are sure you are familiar enough with the basic mechanics of MidiIllustrator. *Note:* ***If it seems that MidiIllustrator is completing certain actions without your consent ensure this warning has been turned on.***
	Show MIDI Messages	MIDI Warning Messages are displayed when you perform MIDI actions that have consequences that you may be unaware of. The purpose of these messages is to double check that you are completely comfortable with the action that you are about to take. The messages can be turned off by unchecking the 'Show MIDI Warning Messages' box, but it is best to leave the warnings on until you are sure you are familiar enough with the way that MidiIllustrator uses MIDI. **Note:** If it seems that MidiIllustrator is completing certain actions without your consent ensure this warning have been turned on.

Preferred Zoom Value	Using the Preferred Zoom drop down box you can select the value for your **"Preferred Zoom"** Setting (the pixel height of a single staff line) from a range of 2 to 16. Generally speaking, MidiIllustrator remembers the zoom setting for each mode and its corresponding view, but you may want to specify a preferred value for quickly sizing your scores. The "Preferred Zoom" command is a view/ zoom command available from the "Toolbars & Zoom" toolbar and the View Menu.
Set to Current Zoom Value	This button will automatically set the value in the Preferred Zoom Value drop down box to that which is currently being used on the

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	score.

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5.19.8.3.1 Score Transcription Wizard

Command Location: Tools Menu / Program Options / General Preferences Tab

MidiIllustrator can automatically make all the decisions necessary to convert your MIDI and Karaoke files into notation.

Alternatively, you can use the Score Transcription Wizard ('Wizard') to have MidiIllustrator arrange the file's musical content in a particular way, by selecting from a list of custom presentation modes. Depending on the style of the music, this can have a dramatic effect on readability.

The options offered in the Wizard are exactly the same as the Transcription Options tab of Score Options. Please see the help for Transcription Options to learn more about the custom presentation modes. The Wizard essentially allows you to apply a particular set of transcription options to each MIDI or Karaoke file as you open it for the first time.

By default, the Wizard starts each time you open a MIDI or Karaoke file. You can skip the Wizard at any time and have MidiIllustrator apply the default transcription options to the file. You can also prevent the Wizard from starting automatically when you open a file. See below for more information on the Wizard settings.

Wizard Check Boxes and Buttons:

Skip this Introduction in Future	If this box is checked, you will be taken directly to the Score Transcription Wizard dialog and you won't be shown the introductory page of the Wizard when you open files.
Back	This button takes you back to the last page you were on. If you are on the first page of the Score Transcription Wizard the button will be 'greyed' out.
Next	Takes you to the next page of the Score Transcription Wizard.
Skip Wizard	Bypasses the Wizard screens, and MidiIllustrator creates the score using your default Score Options.
Help	Takes you to the Score Transcription Wizard Help page.
Hiding this Wizard	You can prevent the Wizard from starting each time you open a MIDI or Karaoke file, and instead have MidiIllustrator create new scores automatically using your default Score Options. You can switch the Wizard on or off using the 'Open Score Transcription Wizard for MIDI/Karaoke files' setting in Program Options, General Preferences. If you wish to turn the Wizard off immediately, simply check the 'Do not show this wizard in future, just use the default settings instead' check box.

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5.19.8.4 Editing Options

Command Location: Tools Menu / Program Options / Editing Options Tab

Chords	**Auto-Correct manually entered chord names**	MidiIllustrator can make corrections to common spelling and format errors in chord names. If, for example, a chord name is entered as a#Dim then MidiIllustrator can correct it to A#dim. Furthermore, manually typed chords which MidiIllustrator recognizes will be automatically selected if the chord is right-clicked and edited in the Chord Selector.
	Auto-Add frets to manually entered chords	There are two features to this option: • When manually editing chord names in the score, if MidiIllustrator finds that some chords in the score already have guitar fret diagrams beneath them, then the corresponding fret for the modified chord name will be automatically added when chord name editing completes. • Similarly, if a chord name is changed manually (i.e. without using the chord selector dialog) then MidiIllustrator will try to change any corresponding guitar fret to the same chord (as long as the chord name is recognisable).
Selection	**Exclude dots when incrementing duration of selection**	When using Note/Rest editing commands to toggle through a selection of durations for the currently selected score items, check this item if you would like MidiIllustrator to exclude dotted durations in the choice of increased or decreased durations. This setting also applies to the selection of cursor entry durations.
Insertion	**Include beats as Back/ Forward shift positions**	When shifting items such as Lyrics, Bookmarks etc. using the "Shift" commands (see Lyrics Menu and/or Keyboard Shortcuts), include measure beats as possible shift positions, rather than only allowing new items to be inserted at positions which contain an item such as an

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		existing note, rest or lyric.
	Include beats as Next/ Previous insert positions	When inserting new items such as Lyrics using the "Insert Next/ Previous" commands (see Insert Menu and/or Keyboard Shortcuts), include measure beats as possible cursor insert positions, rather than only allowing new items to be inserted at positions which contain an item such as an existing note, rest or lyric.
Sounds	**Audition chord/note when note clicked with mouse**	When a note is selected, all the notes in that same time and staff (i.e. a chord) will be sounded together. Selecting other notes in that same time/ staff will not repeat the chord audition unless the **Alt** key is held down (see also below). **Auditioning Notes versus Chords** Holding the **Alt** key down whilst clicking the notes will play only the selected notes, rather than the entire chord.
	Audition changes to existing notation	Any changes to existing notation, such as shifting notes to a new staff or position, will result in playback of the changed chord notation. In Edit mode, mouse pitch drags, note volume changes, or mouse copy operations will also elicit an audition.
	Audition cursor insertion pitch	Whenever you alter the cursor entry position on the staff, the current entry pitch will be sounded.
	Audition note insertions and clipboard paste	Whenever you add a new note or paste notes of a single time and track (i.e. a chord) from the clipboard to the score, the new notes will be sounded.
	Audition note insertions from external MIDI devices	Usually, notes entered using an external MIDI device are auditioned by the device itself, or by using the MIDI In/Echo features of MidiIllustrator. If this is not the case, they can be auditioned using this option.
Notation	**Auto-tie off-beat notes which cross beats**	When MidiIllustrator imports a MIDI file, it automatically ties all notes which do not originate on beats, and subsequently cross other beat boundaries. This is common notating practice and is intended to improve legibility. Uncheck this option if, when editing, you would prefer that

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		MidiIllustrator did not continue this practice of auto tying, but instead simply notated single notes for the given duration (where possible).
Power Edit	**Select entire measure**	In Power Edit mode, choose whether the staff selection range is rounded up to the nearest beat or the nearest measure.
Cursor	**Always show entry note name with cursor**	As with notes in the score, the entry note name can be shown for easier recognition of the staff line name. When this option has been selected the name will be displayed on the left of the cursor note (see below for positioning options). This option is *independent* of the note name display option: Show Individual Note Names - the entry note name can be shown regardless of whether or not Individual Note Names are shown for each note.
	When shown, entry note name goes inside cursor	You can also choose to have the note name placed **inside** the note instead of to the left. Under different circumstances one layout may be easier to read than the other.
Warnings	**Show Edit Mode confirmation message**	Since the way that MidiIllustrator automatically interprets the original MIDI content of a file changes when you first enter Edit Mode, this confirmation warning is in place to explain the changes which will be applied. In summary: in Edit Mode you will have complete control over composition of the score. MidiIllustrator will settle on the current interpretation of the song's original MIDI content when editing begins.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.19.8.5 Recording Options

Command Location: Tools Menu / Program Options / Recording Options Tab

Recording options determine how MidiIllustrator transcribes live MIDI performances recorded into the program. You can also determine metronome settings for the recording session.

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Choose how you would like *Recorded* MIDI converted to notation	The options for converting MIDI played in during a recording session are identical to the options available for converting MIDI files as they are opened and transcribed by MidiIllustrator (see Transcription Options). It may be beneficial to apply more of the available 'simplification' rules when recording, however, as this will improve the likelihood of clean and tidy notation when interpreting 'live performance' data.
Rules for Metronome Use During Recording	In general, the recording metronome inherits the display and audio settings of the playback metronome (MIDI Options). However, the "Intro" can be different for the recording metronome. Furthermore, when selected, "Always use Metronome when Recording" will cause the Metronome to play throughout any recording session (highly recommended) regardless of the playback Metronome settings.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.19.8.6 Save

Command Location: Tools Menu / Program Options / Save Tab

AutoSave	We recommend that when you are working with you scores, you regularly save any changes, and periodically save you score with a new file name as an extra level of protection for your hard work. However, MidiIllustrator can also save your changes to your scores as you work. When enabled, AutoSave will periodically save a copy of any open scores with changes to a location you can specify on your hard drive. The default location for AutoSave files is the "AutoSave" folder - see **Program Folders** below. Each file is saved with a special tag unique to the file and the MidiIllustrator session in which it was created. When you have finished working and MidiIllustrator closes, all "autosaved" files created **in that session** will be deleted. If however, for some reason, MidiIllustrator or your computer unexpectedly shuts down whilst you are working on a score, you can recover any autosaved score simply by opening it at any time from the AutoSave folder. In this case you should then save the recovered file with a new name in a folder *other* than the AutoSave folder! Note that the playback command is temporarily unavailable whilst AutoSave completes (this

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	makes saving much faster). Remember that AutoSave does not save the actual file you are working on (but rather a copy of it), so you should still *save your work as normal*, as your progress.
Background Save	With "Background Save" enabled, MidiIllustrator can save your scores in the background without you having to wait to continue working on a score whilst the saving process completes (a great time saver if the score in question is very large). Simply hit the "Save" or "Save As" commands (File Menu) and then you can continue working whilst MidiIllustrator saves your score silently. Note that the playback command is temporarily halted/disabled whilst "Background Saving" completes (this makes saving much faster). As an extra level of protection, MidiIllustrator also creates a backup of any existing scores before it overwrites them using its "Background Save" functions. These backups are temporary and are written to the AutoSave folder (see above). As with the AutoSave function, all "background saved" temporary backup files created will be removed when you finish working and the program is closed.
Program Folders	• **Music files**. Select the folder that will open by default whenever you choose the Open command from the File Menu. When you first use MidiIllustrator the default folder will be the 'Samples' folder provided with the MidiIllustrator software, and it will be located in your user Documents folder in the *Rallentando Software\MidiIllustrator...* sub-folder. • **AutoSave files**: The location where a copy of any open scores will periodically be saved (see above). Files are usually stored in the **active user 'Documents' folder**, in the *"Rallentando Software\MidiIllustrator... \AutoSave"* sub-folder. If you want to select a new default folder, simply click on the 'Change Folder' button to browse the files on your computer. The newly selected folder will then become the default folder.

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5.19.8.7 Import Options

Command Location: Tools Menu / Program Options / Import Options Tab

Hide Completely Empty MIDI tracks	You have the option of setting MidiIllustrator

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	to automatically hide completely empty MIDI tracks on the score when you import **or** edit the notation of a file. This allows MidiIllustrator to make the best use of space on the screen and printed page, showing you only those staves that are populated. This is on by default.
Hide Empty Portions of Staves On Score	You have the option of setting MidiIllustrator to automatically hide empty portions of staves on score within the score when you import **or** edit the notation of a file. This allows MidiIllustrator to make the best use of space on the screen and printed page, showing you only the populated staves of each staff in the file. This is on by default. See also 'Hide Empty Portions of Staves' in the Staves Menu. This is on by default.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.19.8.8 Step by Step

Command Location: Tools Menu / Program Options / Step by Step Mode Tab

With Step by Step Mode you can 'step' the cursor through the score selecting notes one at a time or in 'chord groups'.

This command is available in Performance Mode only.

When you enter Step by Step Mode a dialog will be displayed asking you which staves you would like to include in each 'step'. Keyboard players may choose to select a single staff to practice the left or right 'hand' of a piece or they may select two staves to practice 'hands together'.

The keys for each chord are highlighted on the score and on the keyboard. A dashed red box is drawn around the chord(s) on the score. Note names are shown in the status bar.

You can move backwards and forwards through the score using the cursor keys. Each time the cursor moves a new set of notes will be selected. If you have selected the 'Play Set Note Sounds' option then each new group of notes will be played back as it is selected.

Performing Hands in Step by Step Mode

Performing Hands can also be shown in Step by Step Mode when finger numbers have been created for the score. This can help with studying hand positions.

Stepping with a connected MIDI Instrument

If you have a MIDI Instrument connected to your computer and you have configured MidiIllustrator to 'listen' for input from the instrument, you can step through the score by playing all the notes in each step on your MIDI Instrument. When MidiIllustrator detects that all of the notes in the step have been entered simultaneously on the MIDI Instrument the cursor will move automatically to the following step.

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If you are using Step by Step Mode in a Practise Session, when you enter the last notes in the practise range, the Step by Step entry cursor will move automatically back to the start of the practise session.

"Wrong" notes from a connected MIDI Instrument

When you play notes on your keyboard which are not in the current "step" MidiIllustrator will display them on both the on-screen keyboard *and* the score to show how near/far you are from the correct keys.

Jump to User Input

If you have enabled the "**Jump to User Input**" option (see below), and you move around in the score, then MidiIllustrator will automatically move the Step by Step cursor to the new input position and show that part of the score, turning the pages as necessary.

For more information about setting up your external MIDI Instrument see MIDI In.

Quick Starting Step by Step Mode

You can choose to skip the Start Up dialog when starting Step by Step Mode by checking the box at the bottom of the dialog, and you can switch the dialog on or off in Program Options, Step by Step Mode. If you are skipping the dialog then MidiIllustrator will automatically select a single staff for Step by Step Mode based on the location of the cursor at the time.

Pressing Ctrl+B will start/stop Step by Step.

Setting the Playback Starting Position in Step by Step Mode

When you want MidiIllustrator to accompany you during Step by Step Mode, you may want to have playback begin at a different starting position to the Step by Step cursor. This will give you the opportunity to have playback 'lead in' and allow you to prepare to start playing your part.

A colored triangle marks the playback starting measure.

The playback starting position can be set with:
- Keyboard Shortcuts (Perform section)
- The Perform menu and toolbar
- MIDI Shortcut Keys
- the mouse

To set the playback starting position with the mouse, hold down the Control key and click the left mouse button on the score at the appropriate measure. You can then click anywhere on the score (as normal) to set the Step by Step cursor position you will play from.

Step by Step Mode Options

Show Dialog when starting Step by Step Mode	Allows you show/hide the Step by Step dialog upon start up. The dialog can also be switched on and off in the Step by Step tab of Program Options.
Play Step Note Sounds with Cursor Left/Right Actions	This option enables you to hear the sounds of the notes in each chord by moving the cursor through the piece, note by note or chord by chord, using the left and right cursor keys on your computer keyboard. This is a useful tool if you are learning a new piece and wish to familiarise yourself with the note sounds.
Show Future Notes in each Step	As well as highlighting the keyboard keys that should be played immediately, this option also highlights the keys that are to be

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	played one step ahead - the 'Future Notes'. MidiIllustrator displays the Future Notes in lighter colors than the colors used for the immediate notes. If you are learning a new piece, this can be very useful, as the Future Notes give you advanced warning of where your hands should be in order to play the next note or notes, thereby speeding up the learning process dramatically.
Jump to User Input	MidiIllustrator is able to analyse the notes you are entering with a MIDI Instrument attached to your computer. When these notes are received, MidiIllustrator scans the score to determine if you: • are playing at the current Step by Step position (shown with a dotted red rectangle around notes on the selected staves) **-OR-** • you have skipped to a new place in the score and are playing the notes from a position other than the current Step by Step position If you have enabled "**Jump to User Input**", and you move around in the score, then MidiIllustrator will automatically move the Step by Step cursor to the new input position. **Jump Marker** MidiIllustrator will calculate the input position using a number of factors, such as distance from the current position and note 'matching'. Whilst MidiIllustrator is listening to your input, a small triangle (the "jump marker") will be shown at the place in the score MidiIllustrator thinks you are currently reading from. Only when MidiIllustrator is sure that you have 'jumped' to a new position will the Step by Step cursor be moved to that new input position. **Playing Through Mistakes** Step by Step mode is much more flexible and forgiving with "**Jump to User Input**" enabled. If, for instance, you miss a note or two in a particular passage, you may simply keep playing and once MidiIllustrator has determined that you have 'played through' an error, the cursor will immediately be moved to your new location. In this way, you will not have to keep returning to the current cursor position after missing a note or two, and can instead focus on progressing through the score. **Jumping Distance** In general, the greater the gap between the current Step by Step cursor position and any new input position, the more reluctant MidiIllustrator will be to move the cursor to that part of the score which it thinks best reflects your input. By contrast, if the jump is only a few note lengths from the current position, the move will be made quickly. Bear this in mind when jumping large distances in the score; you will need to play a passage of several notes quite accurately so that MidiIllustrator can be sure that a jump is appropriate.

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5.19.8.9 Tasks Options

Command Location: Tools Menu / Program Options / Tasks Options Tab

The Tasks Options tab allows you to control how certain Tasks behave. You can find out more about tasks here: Task Wizard. The following options can be set:

COMMAND	EFFECT
Convert to 'Two Hand Piano' - Always open Tasks Options for this Task	When checked: The Tasks Options dialog will open each time before the **Convert to 'Two Hand Piano'** Task is run, allowing you to select the options below based on the kind of song file you are working with.
Convert to 'Two Hand Piano' - Remove drum staves	When checked: As part of the **Convert to 'Two Hand Piano'** conversion process, MidiIllustrator will remove from the score ALL drum staves (staves using channel 10). Read more about this here: MIDI Channels and Drum Instruments. Read more about the **Convert to 'Two Hand Piano'** task here: Task Wizard.
Convert to 'Two Hand Piano' - Remove all non 'piano' staves	When checked: As part of the **Convert to 'Two Hand Piano'** conversion process, MidiIllustrator will remove from the score ALL staves which are not already using a 'piano' instrument as their primary instrument. The piano instruments are the following General MIDI instruments. 1."Acoustic Grand Piano" 2."Bright Acoustic Piano" 3."Electric Grand Piano" 4."Honky-tonk Piano" 5."Electric Piano 1" 6."Electric Piano 2" Read more about the **Convert to 'Two Hand Piano'** task here: Task Wizard. **Note:** Care should be taken when enabling this option as not all MIDI devices consider instrument patches 1-6 to be 'pianos'. As a result, staves may be unnecessarily removed from your songs when converting to two hand piano. Furthermore, the melody line of a typical MIDI file song is often not played by a piano instrument, and yet the melody noted should still appear in a solo piano arrangement of the piece. In this case, removing a staff simply because it is originally for a flute (or any instrument other than a piano) is incorrect. Experimenting with this option both on and off is recommended.

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5.19.8.10 File types

Command Location: Tools Menu / Program Options / File Types Tab

The File Types tab allows you to control how Windows behaves when 'working' with MIDI and Karaoke files. Specifically, you can choose to 'associate' MIDI and Karaoke files with MidiIllustrator.

'Associating' is a Windows term which refers to the way in which different files are managed by different programs. If files with the extension '.mid' are 'associated' with MidiIllustrator, then double clicking the mouse on one of these files in Windows Explorer will result in that file being opened in MidiIllustrator.

When MidiIllustrator was installed you were asked whether or not MIDI files and Karaoke files should be associated with MidiIllustrator. You can choose to associate these file types with MidiIllustrator at any time by checking the boxes listed on this tab.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.20 Window menu

MidiIllustrator allows you to have many scores open at once. They can be viewed one at a time or arranged so that more than one is visible on the screen. Open scores are listed at the bottom of the menu, and can be selected by clicking once on the score title.

The Window menu offers the following commands:

Next window	When more than one score is open, this command will take you to the next open score.
Previous window	When more than one score is open, this command will take you back to the previous score viewed.
Maximise	Maximises the score in the active window.
Cascade	Arranges open scores so they overlap and you can see each title bar.
Tile Vertically	Arranges open scores in windows that do not overlap.
Tile Horizontally	Arranges open scores in windows that do not overlap.

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5.21 Help menu

The Help menu offers the following commands which provide assistance with MidiIllustrator:

Getting Started	Provides guidance on using MidiIllustrator for the first time.
Contents and Index	Opens the Contents, Index and Find dialog for the MidiIllustrator Help Files.
Purchasing MidiIllustrator	Provides information on purchasing MidiIllustrator.
Keyboard Shortcuts	Lists the keyboard shortcuts for the various menu commands.
Web	If you wish to purchase a copy of MidiIllustrator or to visit the MidiIllustrator website, click on this command and choose either the 'Buy MidiIllustrator online' or the 'Visit the MidiIllustrator website' tab and, as long as you are already connected to the internet, you will be directed to the appropriate web page.
Send Email	If you wish to email the MidiIllustrator Support Team regarding the purchase of MidiIllustrator, or with product support and/or general questions, click on this command and choose the relevant tab. This will open the email dialog box and the address box will be completed automatically for you.
Registration Details	When you have purchased a licence for the full version of MidiIllustrator, use this dialog to register your licence details.
About MidiIllustrator	Displays the copyright notice and version number of your copy of MidiIllustrator.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

5.21.1 License Details

Command Location: Help Menu

When you have purchased a license for the full version of MidiIllustrator, use this dialog to register your license details.

You must enter your details **exactly** as they are provided to you. The details are case sensitive.

Please do not reveal your license details to anyone else; license details are individual to you and are for your use only. Sharing a license will invalidate it for all future releases.

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6 Program Concepts

The following concepts are all key to the way in which MidiIllustrator works:
- Modes
- Views
- Modes and their Associated Views
- Voices
- Tuplets
- Beams
- Slurs
- MIDI Channels and Drum Instruments
- Staff Instrument vs MIDI Echo Instrument

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

6.1 Modes

Introduction to Modes: Performance Mode and Layout Mode versus Edit Mode

MidiIllustrator offers a broad range of functionality and therefore presents several distinct 'modes' for working with your scores. These modes allow you to work with your scores in very different ways, each mode offering a set of particular commands, whilst temporarily hiding other commands to help you focus on the task in hand. You simply switch seamlessly between modes depending on what you want to do with the program.

Performance Mode allows you to perform and interact with a song. Layout Mode is for changing score dimensions and positions, and Edit Mode is for full-scale composition. Within Edit Mode, there are three sub modes for working with your scores in different ways.
- **Modes**
  - **1. Performance Mode**
  - **2. Layout Mode**
  - **Edit Mode**
    - **3. Normal Entry**
    - **4. Mouse Entry**
    - **5. Power Edit**

The different Modes can be set using the 'Modes and Views' toolbar (shown below), with Keyboard Shortcuts, or via the Tools menu. The numbers on the toolbar correspond with the shortcut keys and the list above.

Edit Modes (buttons highlighted below in the **blue** box) are available **only** in MidiIllustrator Maestro.

Normal Entry affords you all of MidiIllustrator's score editing functions. Mouse Entry allows these same functions, specifically allowing you to add and modify notation directly using the mouse. Power Edit allows you to quickly edit large areas of the notation, applying changes to whole measures or beats.

When you import a song, it is initially displayed in Performance Mode. During import, MidiIllustrator generates the score using its musical 'interpretation' rules and your current Score Transcription Options. You can change these options even after the score has been created and MidiIllustrator will dynamically apply the new options to the whole score.

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You can make basic changes in Performance or Layout Mode, for example correcting note lengths, or changing score attributes like stave heights or key signatures. You can change the presentation of the notation, but in these modes, the raw music is generally protected so that you can 'interact' freely with the score without making unintentional changes.

MidiIllustrator continually reinterprets the notation from the original MIDI data automatically as you make changes, always trying to render the clearest and most accurate presentation of the raw musical (MIDI) data.

Editing a Song for the First Time

By contrast, in Edit Mode you have full composing power with the score - add notes, modify note pitches, durations etc.

In Edit Mode you will have complete control over composition - MidiIllustrator will settle on the current interpretation of the song's original MIDI content when editing begins.

When you begin formally editing a score for the first time by entering Edit Mode, MidiIllustrator 'locks' the current interpretation of the underlying, original MIDI performance, and hands over complete control over the score to you.

In this way, you can be sure that MidiIllustrator will no longer 'override' any future composition decisions you make.

The main areas of MidiIllustrator's automatic interpretation which no longer apply in Edit Mode are:
- Automatic application of Score Transcription Options (such as "Make the score Easier to Read") - although you can still apply "one off" conversions to the score to apply new transcription rules whenever you wish
- Automatic note durations and note attack times (and automatic chording of notes)
- Automatic voice assignment
- Automatic identification of tuplets

Note that even in Edit Mode MidiIllustrator will continue to play back sequences imported from a MIDI file as they were originally performed as long as 'Play Imported MIDI as Originally Performed' is checked (Perform Menu).

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

6.2 Views

Window View and Scroll View versus Page View

MidiIllustrator can format and display the current score in three quite different ways. In summary:

Window View	Window View displays the score on the screen making full use of the size of the monitor screen. It formats the score to make the best use of your screen 'real estate'; Ideal for performances! It is not a representation of how the score will appear when printed (see Page View below).
Scroll View (Editing)	This viewing mode is designed especially for editing. It applies the same rules for layout as Window view, except that the format for the score is a single system which scrolls horizontally across the page. This makes

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	editing much simpler as the dynamic changes to the score object sizes which occur as you edit (e.g. staff height) do not result in constant reformatting of the score.
Page View (Print Preview)	Page View is essentially the same as Print Preview. This view allows you to evaluate the score prior to sending it to print, and therefore to adjust the page layout or printer set up as desired before printing. The score is displayed on the screen as it will appear printed using the current printer setup and page layout.

You can choose to format the score making best use of space available on the screen (Window View) or you can format the score for the printed page (Page View). When you want to compose or make significant editing changes to you score, then choose Scroll View.

Window View and Scroll View

If you are at the computer, perhaps studying or playing back a score, then you will want MidiIllustrator to squeeze as much as possible on to the visible page. With Window View MidiIllustrator paginates the score so that each page is exactly the same size as the MidiIllustrator window. This means that if you increase the size of the window each page becomes larger and the total number of pages decreases. The opposite is true if you decrease the size of the window. You can reduce the size of the window until only one system with only one measure is visible. These 'virtual pages' bear no relation to the number of printed pages. Window View is not a true representation of how the score will appear when printed.

MidiIllustrator stretches and/or shrinks the measures on each system so that they fit perfectly into the window space available. This makes the score much tidier.

MidiIllustrator only puts as much of the score on to each page as the screen size will allow. This means that it is generally not necessary to scroll different parts of each page into view. If the first system on a page contains too many staves to fit on to the screen, MidiIllustrator will reluctantly add a scroll bar to the right side of the screen so that the lower staves can be scrolled into view.

Scroll View

Scroll view applies the same rules for layout as Window view, except that the format for the score is a single system which scrolls horizontally across the page. Normally when you change the score notation, MidiIllustrator repaginates automatically, reformatting the score to accommodate the notation changes (for example increasing staff/system height or measure width to house new notes). These dynamic changes can result in quite a lot of score movement as systems are shifted about according to the new layout. Scroll View focuses a single system on the page, restricting dynamic changes to the score object sizes which occur as you edit.

This viewing mode allows you scroll horizontally through the score one measure at a time using the horizontal scroll bar at the base of the score window.

Scroll view does not support scrolling and fading in of the next page with Advanced Page Turn.

Note about Scroll View and Printing

Measure numbers are automatically displayed on all measures in scroll view, to make measure operations easier. For this reason, scores may not print exactly as they appear in Scroll View and print previewing in Page View is therefore recommended.

Page View and Print Preview

Page View is essentially the same as Print Preview.

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Unlike Window View, Page View sets the boundaries of each page using the current printed page configuration. This means that the larger the paper size in your printer the more MidiIllustrator will squeeze on to each page of the score.

When you switch from Window View to Page View only a portion of the screen is used to show each page of the score. The score is shown one page at a time in the middle of the screen. Pages do not fill the screen as in Window View. Page shape and size is determined by printer settings, such as paper size and orientation.

This view allows you to evaluate the score prior to sending it to print, and to adjust the page layout or printer set up as desired before printing. The score is displayed on the screen **exactly** as it will appear when printed.

Zooming vs Print Size

MidiIllustrator allows you to change the magnification of the current view using the Zoom In and Zoom Out commands (View Menu). Zooming does nothing to change the true **physical** printing size of the notation. Instead, the magnification of the current page is altered so that notes, lyrics and other musical objects **appear** larger or smaller.

Print size, on the other hand, physically changes the point size of the font used to print the score. It has no effect in Window View, but in Page View, the larger the font the longer the score will become as the number of pages increases to accommodate the larger systems required to house the larger notes etc. Print size can be configured in the Print Layout section of the Score Options dialog. Print size changes may or may not be relative to Font sizes for certain items depending on how you configure individual score Fonts.

	ZOOMING	**PRINT SIZE**
Window View / Scroll View	Increases or decreases the size of the notation on the screen. Increases or decreases the number of pages in the score.	No effect.
Page View / Print Preview	Increases or decreases the size of each page as it is displayed on the screen. Increases or decreases the size of the notation **in proportion** to the size of the page. Has no effect on the number of pages or the layout of systems and measures on each page.	Increases or decreases the size of the font that MidiIllustrator will use to print the score. As you increase the font size the notation becomes larger and fewer systems/measures can be fitted on to each page.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

6.3 Modes and Default Views

Command Location: Tools Menu and Views Menu

The different 'modes' in MidiIllustrator all have an associated 'view' which is optimized for working in that mode. The associated view is selected only when first entering a new mode and can generally be changed thereafter (Layout Mode is an exception, see below).

If you change views whilst in a particular mode, MidiIllustrator will remember your preference and set the view each time you enter that mode.

Read more about Modes here. Read more about Views here.

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The table shows which view is selected by default when *entering* each mode.

Mode	View	More Information
Performance Mode	Window View	Optimal for studying scores; fits the most music into the available screen real estate.
Layout Mode	Page View/Print Preview	This is the **only** view available for Layout Mode, as the layout settings are **only** applied when the score is formatted for the printed page.
Edit Mode - Normal Entry	Scroll View	A single system scrolling horizontally along the page makes editing much simpler as the dynamic changes to the score object sizes which occur as you edit (eg staff height) do not result in constant reformatting of the score.
Edit Mode - Mouse Entry	Scroll View	As above, for Normal Entry. Note that when switching between Normal Entry and Mouse Entry modes, the view will **not** be reset to Scroll View if another view has been selected.
Edit Mode - Power Edit	Window View	Optimal for manipulating large portions of notation; fits the most music into the available screen real estate.

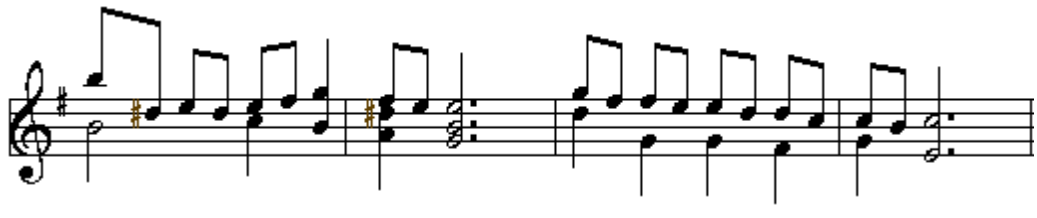
View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

6.4 Voices

Command Location: Notes Menu / Voice

MidiIllustrator employs the concept of 'voices' in order to notate two or more rhythmic or melodic ideas on a single staff. A **voice** is sometimes referred to as a **layer**; MidiIllustrator supports multiple voices, or layers.

Different instruments may use voicing in different ways. For instance, in a piano staff, hands and fingers may generate different rhythms simultaneously. Alternatively, more than one instrument part may be presented on a single staff, such as two clarinet parts.



When it is necessary to capture more than one musical idea on a given staff, MidiIllustrator

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will use voicing in order to present each musical idea distinctly.

Upper, Lower and Single Voices

With MidiIllustrator it is possible to assign combinations of the following three voice types within a given measure: Upper Voice, Lower Voice and Single Voice.

When notating, MidiIllustrator will generally split notes into Upper and Lower voices when it detects parallel melodic ideas in a staff. Otherwise, it will assign a Single Voice.

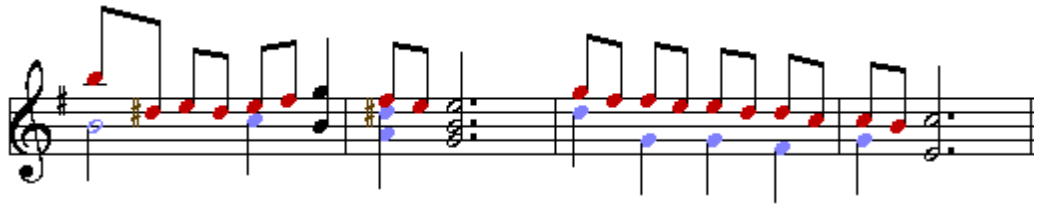
Rests

MidiIllustrator treats each voicing within a staff as an independent musical part. As a result, rests are assigned to each voice as necessary in order to complete the part within the measure.

Where possible, identical rests occurring simultaneously in a staff will be consolidated. E.g. if both the Upper and Lower voices are used in a measure and both voice 'parts' are silent for the latter half of the measure, a single line of rests in the Single Voice will be used to complete the musical line, instead of two separate rest groups, in each of the Upper and Lower voices.

Color

Optionally, you can choose to display the different voicing attributes of a score using color. This can greatly improve the readability of a score especially where complicated musical ideas occur simultaneously.



Stem Direction

In general (Single Voice) stem direction is determined by a note's position on the staff, i.e. stems point up on notes in the lower half of the staff and point down in the upper half of the staff.

Stems on notes in the Upper Voice almost always point up by default, similarly stems in the Lower Voice almost always point down. Default behavior can be overridden using stem direction commands.

Beaming

Only notes in the same voice can be beamed together. This is consistent with the idea that each voice represents a separate musical part.

Voice Guide Rests

In general, MidiIllustrator automatically fills all the silence in a measure with rests. To assist with composing, MidiIllustrator also adds a special type of 'virtual' rest where more than one voice is displayed in a given measure. In Edit Mode, voice 'guide' rests are shown to fill all the silence in an *implicit* but *empty* voice in the measure.

Specifically, when an Upper (or Lower) voice note is added to a measure, and no corresponding opposite Lower (or Upper) voice exists in the time spanned by the new note, then guide rests in that 'empty' voice will be added automatically beneath or above the new note. These guide rests can be shortened or lengthened, allowing the placement of a note in the empty voice at a desired time within the span of the new note.

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These guide rests do not generally contribute to the readability of the score, and so they are hidden outside Edit Mode.

Hiding Upper/Lower Voice Rests: Optionally, ALL *automatically drawn* upper/lower voice rests can be hidden outside Edit Mode. MidiIllustrator draws these rests automatically to help with reading, however these rests are not essential for understanding of the rhythm so can be hidden in Performance Mode using the 'Hide ALL upper/lower voice guide rests' option in the Notation Tab of the Score Options Dialog.

Read more about Automatic Rest Placement.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

6.5 Tuplets

Command Location: Insert Menu / Entry Duration / Triplet/Quintuplet

When importing a song, MidiIllustrator automatically identifies and notates tuplets.

New tuplets and other notes can only be **added** to the score using MidiIllustrator Maestro . In Edit Mode, you can add tuplets to the score and modify existing tuplets. Select the tuplet entry duration from the Insert Menu (Setting Entry Item Qualities).

See the Keyboard Shortcuts for this function.

Tuplet Notes are Treated as a Unit

Because of the unusual durations applied to tuplets, they are treated slightly differently to 'normal' notes.

When selecting tuplet durations for note entry, remember that groups of tuplet notes are always treated by MidiIllustrator as a unit, and so when adding a new tuplet, a **whole** tuplet will be added at the insertion point. For example, in the case of a triplet addition, a single triplet note will be added followed by two triplet rests.

You cannot add or modify the 'tuplet rests' in a tuplet group directly, they are managed automatically by MidiIllustrator. When you remove a note from a tuplet group, it will be replaced with a 'tuplet rest' if no other note exists in that 'branch' of the tuplet. If you need to add a rest to a specific position in a tuplet, add all the notes first, *then* delete notes to have MidiIllustrator create rests. When all branches are empty, the tuplet will be removed altogether.

When inserting even a single tuplet note, there must be enough space in the current measure for a complete tuplet to be added.

Once the initial tuplet note has been inserted and the 'outline' tuplet is created, adding subsequent notes when the cursor is within the tuplet range will populate the various 'branches' of the tuplet. Existing tuplet notes can be selected using the mouse or keyboard, and then the various modification functions can be applied to the selection using commands from the Notes Menu. The selected notes can also be Moved, Dragged and Copied with the Mouse in Edit mode. Tuplet notes cannot be copied or moved outside their 'host' tuplet.

Certain delete commands will delete the entire tuplet (again treating the tuplet notes as a unit).

When a Tuplet Cannot be Displayed

MidiIllustrator will always try to warn you when a tuplet cannot be entered in a certain

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score location (usually because of conflict or overlap with existing notation in the same voice). However in some complex operations such as copy and paste operations where pasted notation is added to existing notation, it may not be musically possible to retain the original representation of tuplet notes in either the original or pasted content. In this case, MidiIllustrator will simply break the tuplet into 'normal' (non tuplet) notes and issue a warning. If the results of an operation are not as you would like, you can undo the operation.

Tuplet Types Supported

The current version of MidiIllustrator supports the following two tuplet types:
- triplets of the following types:
  - Quarter Note
  - 8th Note
  - 16th Note
- quintuplets of the following types:
  - 8th Note
  - 16th Note

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

6.6 Beams

When importing a song, MidiIllustrator **automatically** identifies the need for beams and beams normal notes and tuplets according to standard notation practice.

The current version of the program does not allow custom beaming options.

For a list of note commands, see the Notes Menu.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

6.7 Slurs

The Notes menu will only appear when a note has been selected. Some commands behave differently depending on the current mode and some are only available when the score is in Edit mode .

As well as appearing in the main program menu, these menu commands are usually available as a context menu when you right-click the mouse on the score.

Read more below about how the 'mode' affects Notes Commands below.

Notes Commands

Pitch	Raises or lowers the pitch of the selected note(s) chromatically. Accidentals are automatically applied for the new pitch, taking into account the current key signature. See Default Enharmonic Entry Spelling (Insert Menu) for information on the enharmonic spelling of the new pitch (flat or sharp).

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	Octave commands raise or lower the pitch of the selected note(s) chromatically by a whole octave. See the Keyboard Shortcuts for this function.
Volume	Raises or lowers the volume of the selected note(s). **Choose Volume...** Opens the Note Volume Dialog so you can set the volume for the selected notes note (default 64). See the Keyboard Shortcuts for this function.
Change Duration	Allows you to change the duration of selected notes. The duration of the notes can be modified incrementally using the Duration: Increase/Decrease commands. If you would like MidiIllustrator to include dotted durations in the choice of increased or decreased durations, see the Include dots when incrementing duration of selection option in Editing options. Note durations can only be increased if there are no conflicting notes ahead of the note to be lengthened (see exceptions to this rule in Edit Mode, below). See the Keyboard Shortcuts for this function. **Note Duration Increases In Edit Mode** In Edit Mode, MidiIllustrator will try to shift 'conflicting' notes in a given measure to the right in order to make way for note lengthening operations. Notes are only shifted when necessary, specifically: • If there is rest space to the right of a note to be lengthened, this space will be taken to accommodate the new note length. • If there is no space, or not enough space to the right of the note to be lengthened, then MidiIllustrator will check see if there is room at the end of the note's measure to accommodate the new note length. • Notes 'in the way' of the operation will be 'shifted' as far as possible into the rest space at the end of the measure, and the note will be given the desired length if possible. • MidiIllustrator uses a 'best possible' approach in duration changes. If, for example, you want to increase a quarter note to a whole note duration, but there is only room for a half note, then the half note value will be set (instead of simply failing the operation).
Shift Notes	The Shift commands can be used to move the selected notes in the following ways: • Up a staff: notes will be moved to the next **visible** staff above their current staff. • Down a staff: notes will be moved to the next **visible** staff below their current staff. • Forwards: notes will be nudged to the right by a small amount. • Backwards: notes will be nudged to the left by a small amount. In all cases note durations are unchanged. See the Keyboard Shortcuts for this function.
Synchronise Selected Notes	Allows the synchronization of selected notes by attack time, duration or both. All notes in the selection will take on the appropriate qualities of the first note in the selection (identified with a different selection color).

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	See the Keyboard Shortcuts for this function.
Stems	Sets the stems of all selected notes to point up or down. See also Stem Direction in Voices. See the Keyboard Shortcuts for this function.
Voice	Sets all selected notes to Upper Voice, Lower Voice or Single Voice. See Voices for more information. See the Keyboard Shortcuts for this function.
Enharmonic Spelling	These commands leave the pitch of the selected notes **unchanged**, and only alters the way the notes are displayed. The various spellings which are available (depending on the particular key/pitch): • Double Sharp • Sharp • Natural • Flat • Double Flat Note that any accidental in the spelling will only be shown if it has not already been displayed on the staff line earlier in the measure (normal notating rules), or if the Show Courtesy Accidental option is enabled (see below). See the Keyboard Shortcuts for this function.
Accidental	Note accidental commands will **alter** the pitch of the selected note(s). Accidentals other than courtesy accidentals can only be altered in Edit Mode . The accidentals which are available (depending on the particular key/pitch) are: • Double Sharp • Sharp • Natural • Flat • Double Flat **Show Courtesy Accidental** With this option enabled, any accidental in the spelling of the note pitch will be shown even if it has already been displayed on the staff line earlier in the measure (normal notating rules would not repeat the accidental, thus keeping the score uncluttered). If for example, the entry note is Bb on a staff with a key signature of F major, where all B notes are flat as standard, then no flat accidental will be shown to the left of the Bb note unless Show Courtesy Accidental is enabled. Note that the Show Courtesy Accidentals option in Score Options will override any 'per note' courtesy accidental setting, and will display accidentals (as appropriate) next to **every** note. See the Keyboard Shortcuts for this function.
Ties	**Disable Tying on Selected Notes (Performance Mode Only)**

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	Allows the enabling or disabling of automatic tying on selected notes. When tying is disabled, even notes which should be tied because of their sound duration will only be displayed as a single untied note. This option is useful for simplifying the notation in some cases. **This command is no longer available once the score has entered Edit Mode** (see Editing a Song for the First Time). **Tie Notes Together (Edit Mode Only)** Ties together (or unties) contiguous selected notes of the same pitch. **To tie two or more notes:** **1.All the notes to be tied must be selected (using the mouse or keyboard)** **2.The notes must be the same pitch, voice and staff** **3.There can be no space (gaps) between them** To remove a tie, select the tied note(s) and reverse the command. Connecting notes of different pitches (creating slurs) is detailed below in Slurs. See also Keyboard Shortcuts.
Slurs	MidiIllustrator automatically manages the layout of slurs you create in the score. To create a slur, select the first and last notes in the desired range. Then choose the Create Slur command. All notes of the same voice in the selected range of staves will be considered when MidiIllustrator calculates the path of the slur. Notes of other voices are ignored, allowing you to have overlapping slurs in multi-voice passages. Slurs can cross staves. If slurs cross from one system or page to another system or page, MidiIllustrator will automatically calculate the path of the slur around other notation, terminating and restarting the slur as necessary at the end/start of each system. Any number of slurs can be created from one note over another note, but only one slur can start and end between the selected starting and ending notes. The slur will be positioned above or below the range of notes depending on the optimal path. You can force the slur position to either above or below the notes using keyboard shortcuts. MidiIllustrator will try to modify slurs when you make changes to the notation however if the starting and ending notes are deleted or moved to positions where a slur cannot be drawn, the slur will be automatically deleted. To remove a slur, select the either the first or last note in the slur range and choose the Delete Slur command. Connecting notes of the same pitch (creating ties) is detailed above in Ties. See also Keyboard Shortcuts.
Finger Numbers	Finger numbers can be assigned to notes and chords in one of three ways:

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(Manual and Automatic)	• Manually using commands in the Notes Menu or with Keyboard Shortcuts • Automatically for a selection of notes using commands in the Notes Menu or with Keyboard Shortcuts without the need to open the Fingering Analysis dialog • Automatically for the entire score, a range of staves, or a note selection using the Fingering Analysis dialog Valid finger numbers are from 1 to 5, starting with the thumb (1) on each hand through to the pink (5). To assign fingering manually to one or more notes: Select the notes to be updated, and apply the finger command 1-5. To remove any fingering, apply finger command 0. To assign fingering automatically to one or more notes: Select the notes to be updated and choose an automatic fingering command: • **Automatic Fingering** Finger numbers are assigned to selected notes in the context of their position relative to one another and relative to other notes nearby in the score • **Automatic Fingering - Ignore Unselected Surrounding Notes** Finger numbers are assigned to selected notes in the context of their position relative to one another but ignoring other notes surrounding the selection. This allows you to set fingering for a particular melody or musical idea without having other notes influence MidiIllustrator's fingering calculations. You can read more about automatic fingering analysis and how assigning finger numbers enables other MidiIllustrator features such as Performing Hands.
Delete...	Read about the different ways to remove notes from the score. Essentially, the typical delete and backspace commands apply to the nearest note at the cursor position (Edit Mode) or to all notes at the cursor position (Performance Mode) when the **Shift** key is depressed when deleting. **Note that tie notes and tuplets are treated differently when deleted**. See the Keyboard Shortcuts for this function.
Reset Original Values of Note	Reverses any changes made to selected notes and returns them to their 'original' values. 'Original' refers to the qualities the note had when it was originally notated from a MIDI file, the 'raw' data.

Note Beams and Custom Beaming

Beams are handled automatically by MidiIllustrator.

Understanding How Instructions are Interpreted Depending on the Current MidiIllustrator 'Mode'

Note: This information only applies to certain versions of the program .

When you make changes to notes individually or as a group, the final result will depend on a number of factors; most importantly the current Mode.

In Performance Mode, MidiIllustrator will automatically try to present the music as clearly as possible when you edit the notation using Notes menu commands. The effect of the note editing commands is tempered by the Transcription Options of the score you are editing. For instance, if you have opted to simplify the presentation of the music by 'forcing chords' or 'preventing tie notes' then these presentation guidelines will override manual editing

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changes.

However, in Edit Mode, your instructions will be followed very closely by MidiIllustrator with little or no automatic 'correction' or intuitive decision making (for example, automatic selection of voice when you alter the length of a note so that it overlaps other notes).

See more about the different MidiIllustrator Modes.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

6.8 MIDI Channels and Drum Instruments

Command Location: Staves Menu / Staff Manager

Many MIDI devices treat Channel 10 differently to the other channels (1–16). Often MIDI Channel 10 is used to access a particular group of General MIDI (GM) drum instruments. This is why when you select Channel 10 in either the Staff Manager dialog or the Staff Instrument dialog the list of available instruments (1 – 128) changes.

Note: Not all MIDI devices treat Channel 10 this way but MIDI devices on computer soundcards often do.

These drums use MIDI information in a different way to other instruments. Specifically, staves which use Channel 10 use **pitch** rather than the instrument patch in order to determine which drum sound is heard. For this reason special treatment is given to Channel 10 staves when, for instance, you are transposing a score. Transposing these drums may have undesirable effects, such as changing all of the Bass Drums into Acoustic Snares. As a result, you can opt to leave drum notes as they are when transposing the rest of the score. If a given staff is using Channel 10 then MidiIllustrator will assume it contains drum notes.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

6.9 Staff Instrument vs MIDI Echo Instrument

Command Location: Staff Tools (on Score)

Echoing to a Staff Instrument vs. Echoing to the MIDI Echo Instrument

By default, all MIDI data received through the MIDI In device will be broadcast to the MIDI Echo device, and the sound you hear will be played by the MIDI Echo instrument. You can, however, opt to have MidiIllustrator redirect the MIDI In data to any of the Staff Instruments used in the current score. This allows you to quickly select an instrument sound for your external MIDI Instrument which is in keeping with the score you are currently reviewing.

For example, you may have a multi-part score open and wish to play along with the performance as MidiIllustrator plays back the piece. You can decide which part you would like to perform yourself and choose to echo MIDI In to that part's instrument. Your external MIDI Instrument will immediately take on the qualities of that part's (staff's) instrument. To see more about selecting Staff Instruments see the Staff Instrument dialog.

Selecting a Staff Instrument to receive Echoed MIDI In

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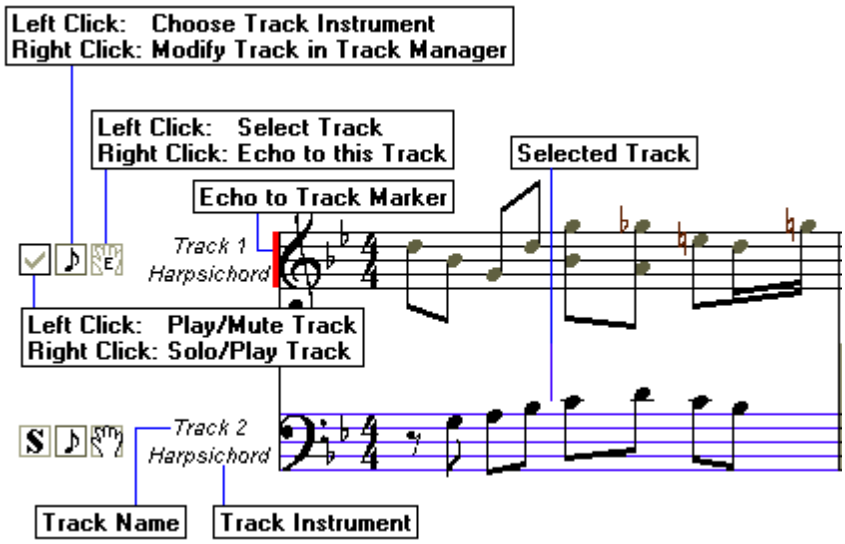

In order for MidiIllustrator to play MIDI data received from your external MIDI instrument using the instrument of a particular staff you must:

- Right click on the button on the Staff Tools. **If the Staff Tools are not visible you can show them by selecting 'Staff Tools' from the Score/Show-Hide menu or enter keyboard short cut Ctrl+T.** A small 'E' will appear on the button, and a colored bar will be drawn on the 'echo staff's' first system on each page. By default, all notes on the staff will be muted as MidiIllustrator assumes that part will be played using the external MIDI Instrument. You can un-mute the staff for playback if you wish, by clicking on the button on the Staff Tools.
- Begin 'echoing' to the selected MIDI Echo device, by checking the 'Echo MIDI' check box in the MIDI In/MIDI Echo section of Program Options.

Any MIDI Echo Instrument which you have selected will be overridden by the Staff Instrument until you disable echoing to the staff, by again right clicking on the button on the Staff Tools.

If you have more than one score open, MIDI In will be echoed to the echo staff (if any) of the current score.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

6.10 Fingering & Finger Numbers

Command Location: Tools Menu

Finger numbers can be assigned to notes and chords in one of three ways:

- Manually using commands in the Notes Menu or with Keyboard Shortcuts
- Automatically for a selection of notes using commands in the Notes Menu or with finger number Keyboard Shortcuts without the need to open the Fingering Analysis dialog
- Automatically for the entire score, a range of staves, or a note selection using the Fingering Analysis dialog

Once you have assigned finger numbers to notes several new features become available:

- Finger numbers can be displayed in, alongside, above or below each note/chord in the score
- Finger numbers can be displayed on each key during playback on the On-Screen Piano Keyboard

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- MidiIllustrator can show animated Performing Hands performing your score over the On-Screen Piano Keyboard

Automatic Fingering Analysis

Automatic Fingering Analysis is an advanced feature in MidiIllustrator which performs a customizable analysis of the notation in your scores and accordingly assigns finger numbers to each note and chord. Fingering analysis is customizable to help you assign the right finger numbers easily and quickly for a selection of notes or the whole score.

See also: notes on Obtaining the Best Analysis Possible.

Choose what to analyze	If a note range is selected in the score when the fingering analysis dialog is opened, MidiIllustrator will check the **Current selection only** checkbox. In this case, finger numbers are assigned to selected notes in the context of their position relative to one another and relative to other notes nearby in the score. **Ignore unselected notes when calculating**: With this option, finger numbers are assigned to selected notes in the context of their position relative to one another but ignoring other notes surrounding the selection. This allows you to set fingering for a particular melody or musical idea without having other notes influence MidiIllustrator's fingering calculations. You can choose to analyze entire staves or the entire score. This will take some time as even a basic analysis is quite demanding on the average PC. See **Advanced Settings** below to configure you own kind of analysis.
Options	**Keep existing fingering and use it when calculating**: Normally, existing finger numbers will be ignored in the calculation and will be updated as MidiIllustrator sees fit. With this option checked however, MidiIllustrator will use any existing fingering in the score as a guide to how you would like finger numbers assigned to remaining notes and these finger numbers will not be changed in the analysis. You might use this option having assigned a finger number to a single note in an arpeggio, for example, and MidiIllustrator will then assign finger numbers to the remaining notes in the arpeggio using the manually assigned finger as a starting point.
Choose an instrument fingering	In the current version of MidiIllustrator, fingering analysis can be performed for **keyboard instruments** such as the **piano**. MidiIllustrator will decide which hand to use when fingering a given staff based on the assigned instrument playing hand (Staff Manager). You can override this when using the finger analysis dialog using the **Force Hand** commands. **Assign separate hand fingering for upper/**

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	lower voices: When MidiIllustrator finds more than one musical idea indicated in a staff with the use of voices, it will normally assign both the left and right hands to finger lower and upper voices accordingly. Uncheck this box to have a single hand notes across play multiple voices on each staff. Disabling this option may have consequences for Performing Hands making some multi-voice chord combinations unplayable.
Advanced Settings	The **Depth of analysis** and **Result Smoothing** settings allow you to control the effort MidiIllustrator applies to assigning finger numbers to a range of notes. Warning! Changing advanced settings - especially **Depth of analysis** may dramatically increase analysis time - so this option should be configured in the context of your PC processor speed. Generally, deeper analysis will result in better fingering, and increasing the result smoothing will address errors caused by insufficient depth of analysis. It's worth experimenting with different analysis settings on different notation selections, especially if you can allow extra time for the analysis to proceed. **Remember these advanced settings**: Your settings will be saved when you close the dialog. These saved settings will also be applied when automatically assigning finger numbers for a selection of notes using commands in the Notes Menu or with Keyboard Shortcuts. **Restore Advanced Defaults**: Restore the default settings for **Depth of analysis** and **Result Smoothing**.

Finger Numbers

Valid finger numbers are from 1 to 5, starting with the thumb (1) on each hand through to the pinky (5).

Obtaining the Best Analysis Possible

Since assigning finger numbers is a very subjective task, automatic generation of finger numbers for entire scores will inevitably include some unsuitable finger assignments. There are many rules in the analysis which favours general rules and uses specific rules rarely. Sometimes, for example, you will see a finger roll incorrectly assigned to an arpeggio, or an awkward fingering for a 4 finger chord in order to make progress to the next note sequence easier. In some case a given fingering may simply suit one player more than another.

To get best results, using the following automatic fingering options in combination with your own manual fingering assignments is highly recommended:

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- Ignore unselected notes when calculating. Remember that fingering for a given sequence is calculated in the context of the surrounding notation. Sometimes you will get better results if you generate fingering for a sequence in isolation. You can also do this quickly for a selection of notes using the fingering keyboard shortcuts.
- Keep existing fingering and use it when calculating. This is a quick way to get the fingering you want on a chord or arpeggio. Manually assign one or two finger numbers to a given sequence of selected notes using commands in the Notes Menu or with Keyboard Shortcuts. Select the range of notes you wish to assign finger numbers to automatically. Open the Automatic Fingering Analysis dialog and check the Keep existing fingering and use it when calculating option. MidiIllustrator will use the manually assigned finger numbers when assigning fingering to the rest of the selection. Usually, manually assigning the first and/or last note in a chord or arpeggio will help MidiIllustrator automatically assign the rest of the fingering to your requirements.

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7 Purchasing Midilllustrator

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All MidiIllustrator products come with free, unlimited technical support. Customers also receive major discounts on future product releases from Rallentando Software.

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How is the full version of MidiIllustrator delivered?

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Immediately after we have processed your payment details, you will be sent your personalized license with which you can **instantly** activate your *existing* copy of MidiIllustrator, permanently enabling all program features. We will include instructions on how to do this.

MidiIllustrator will be **emailed** to you instantly so you don't have to wait a long time after buying to receive your purchase.

You may also buy MidiIllustrator products as a **gift** for someone else. **Discounts** are available for volume purchases and upgrades are heavily discounted.

Questions? Try the FAQ for immediate answers to all of the most commonly asked questions. See the MidiIllustrator help file documentation for more details.

Guaranteed Secure Ordering

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We take the privacy of our customers very seriously. We will not share your information with any third party under any circumstances.

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View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

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8 Shortcuts

This documentation covers all products in the MidiIllustrator range. Some shortcuts are only available in MidiIllustrator Maestro and Virtuoso.

Shortcut categories:
- Perform menu
- File menu
- Edit menu
- View menu
- Score menu
- Staves menu
- Insert menu
- Insert menu / Notes menu / Rests menu
- Lyrics menu
- Bookmarks menu
- Chord Names menu
- Guitar Frets menu
- Free Text menu
- Expression menu
- Power Edit Menu
- Tools menu
- Help menu

File menu		
Score Management	Ctrl+O	Opens an existing score
	Ctrl+S	Saves an open score using the same file name
	Ctrl+N	Opens the New Score Dialog
Printing	Ctrl+P	Prints the current score
	Ctrl+Alt+Q	Quick Print Parts/Instruments/Staves
View	Ctrl+W	Toggles between Page View, Scroll View and Window View
Exit Application	Alt+F4	Prompt to save any open scores and then close the program
Edit menu		
Undo	Ctrl+Z	Undo
	Ctrl+Y	Redo
Clipboard	Ctrl+C	Copy
	Ctrl+X	Cut
	Ctrl+V	Paste

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Selection	Escape	Deselect and current selection
	B	Switch Between Cursor and Selection
	Shift+Right Arrow	Select Current Item
	Shift+Right Arrow (repeat)	Select Current Chord (when command repeated with existing selection - more information)
	Shift+Left Arrow	Select Previous Item
	Shift+Left Arrow (repeat)	Select Previous Chord (when command repeated with existing selection - more information)
View menu		
Views	Ctrl+W	Toggles between Page View, Scroll View and Window View
	F11	Full Screen (F11 or Escape returns to normal viewing mode)
	Ctrl+H	Hides traditional staff notation / Show staves as timelines
Toolbars	Ctrl+K	Shows/hides the On Screen Piano Keyboard
	Ctrl+Alt+F	Shows/hides the On Screen Guitar Fretboard
	Ctrl+L	Shows/hides the Metronome Light
	Ctrl+Alt+L	Shows/hides the Lists Bar
Zooming	Z+Up *or* Ctrl+Numpad Plus	Zooms in on the current view
	Z+Down *or* Ctrl+Numpad Minus	Zooms out of the current view
	Z+Enter *or* Ctrl+Numpad 0	Sets the zoom level to the preferred zoom setting
Navigation Commands	Left Arrow	Moves to the previous note or rest
	Right Arrow	Moves to the next note or rest
	Up Arrow	Moves to the next stave or system
	Down Arrow	Moves to the next stave or system
	Page Down	Moves to the next page in the score
	Page Up	Moves to the previous page in the score
	Ctrl+End	Moves the cursor to the end of the score
	Ctrl+Home	Moves the cursor to the start of the score
	Ctrl+Right Arrow	Moves the cursor to the next measure in the score
	Ctrl+Left Arrow	Moves the cursor to the previous measure in the score
	Alt+Up Arrow	Stave/System above
	Alt+Down Arrow	Stave/System below
	Ctrl+G	Opens the Goto... (Page/Measure/Bookmark) dialog box

'Skip' Back / Forward - Cursor Navigation During Playback

Whilst playing the score, holding down the **Control key** during the main navigation commands will move the playback cursor and then continue playback from the new cursor location.

The following navigation commands are available during playback:

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	Ctrl+Page Down	Moves the playback cursor to the next page in the score
	Ctrl+Page Up	Moves the playback cursor to the previous page in the score
	Ctrl+End	Moves the playback cursor to the end of the score (Usually ends playback)
	Ctrl+Home	Moves the playback cursor to the start of the score (Rewinds playback)
	Ctrl+Right Arrow	Moves the playback cursor to the next measure in the score
	Ctrl+Left Arrow	Moves the playback cursor to the previous measure in the score
Score menu		
Options	Ctrl+Alt+O	Opens the Score Options dialog
Staves menu		
Staves	Ctrl+T	Opens the Staff Manager dialog
	Ctrl+I	Opens the Instrument dialog for the selected staff
	Ctrl+Alt+T	Shows/hides the Staff Tools
	Ctrl+Alt+N	Shows/hides the Staff Namings
	Ctrl+Alt+E	Hide empty portions of staves
Insert menu		
Insert Commands	Enter	Inserts a new note at the insertion point, and moves the cursor forwards
Notes	Ctrl+Enter	Inserts a new chord note at the insertion point, and leaves the cursor at the current insertion point
Rests	Shift+Enter	Inserts a new rest at the insertion point
Lyrics	I+L	Inserts a new Lyric at the insertion point (or a new verse if a Lyric already exists)
Bookmarks	I+B	Inserts a new Bookmark at the insertion point (or edit existing Bookmark if one already exists)
Chord Names	I+C	Inserts a new Chord Name at the insertion point (or edit existing Chord Name if one already exists)
Guitar Chords	I+G	Inserts a new Guitar Chord at the insertion point (or edit existing Guitar Chord if one already exists)
Free Text	I+T	Inserts a new Free Text item at the insertion point, anchored to the current **measure**
	I+F	Inserts a new Free Text item at the insertion point, anchored to the current **page**
	I+S	Inserts a new Free Text item at the insertion point, anchored to the current **measure and staff**
Expressions	I+E	Inserts a new Expression at the insertion point, anchored to the current **time and staff**
	R	Switch between Note / Rest Entry
Insert menu / Notes menu / Rests		

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menu		
Duration	D+Up Arrow	Increases the entry duration/duration of the selection
	D+Down Arrow	Decreases the entry duration/duration of the selection
	1	Sets the entry duration/duration of the selection to a Whole length
	2	Sets the entry duration/duration of the selection to a Half length
	3	Sets the entry duration/duration of the selection to a Quarter length
	4	Sets the entry duration/duration of the selection to an 8^{th} length
	5	Sets the entry duration/duration of the selection to a 16^{th} length
	6	Sets the entry duration/duration of the selection to a 32^{nd} length
	7	Sets the entry duration/duration of the selection to a 64^{th} length
Dotted Durations	0	Removes any dotted duration from all selected notes
	8	Dots the duration of all selected notes
	9	Doubles dot the duration of all selected notes
Tuplets	D+Enter	Normal duration, no tuplet
	D+3	Triplet duration
	D+5	Quintuplet duration
Shift Notes	Alt+Up Arrow	Moves cursor/selected notes one staff up
	Alt+Down Arrow	Moves cursor/selected notes one staff down
	Alt+Left Arrow	Moves cursor/selected notes backwards
	Alt+Right Arrow	Moves cursor/selected notes forwards
Pitch	Up Arrow	Increases the entry pitch/pitch of the selection
	Down Arrow	Decreases the entry pitch/pitch of the selection
	Ctrl+Up Arrow	Increases the entry pitch/pitch of the selection by an octave
	Ctrl+Down Arrow	Decreases the entry pitch/pitch of the selection by an octave
Ties	I+Enter	Ties together contiguous selected notes of the same pitch
Slurs	U+Enter	Creates a slur between the two selected notes
	U+Delete	Deletes slurs to/from the selected notes
	U+Up Arrow	Sets the slur position *above* the notes in range
	U+Down Arrow	Sets the slur position *below* the notes in range
Finger Numbers	F+1 F+2 F+3	Manual assignment of a finger number to a note selection

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	F+4 F+5	
	F+0	Manual removal of finger numbers on a note selection
	F+Enter	Finger numbers are assigned automatically to selected notes, using settings in the Fingering Analysis dialog
	F+Space	Finger numbers are assigned automatically to selected notes in the context of their position relative to one another but ignoring other notes surrounding the selection (using settings in the Fingering Analysis dialog).
Synchronising Notes	S+A	Synchronises Attack Time **only** of selected notes
	S+D	Synchronises Duration **only** of selected notes
	S+Enter	Synchronises Attack Time and Duration of selected notes
Stems	S+Up Arrow	Sets the stems of all selected notes to point up
	S+Down Arrow	Sets the stems of all selected notes to point down
Voices	C+Up Arrow	Sets the entry voice/selection voice to Upper Voice
	C+Down Arrow	Sets the entry voice/selection voice to Lower Voice
	C+Enter	Sets the entry voice/selection voice Single Voice
Accidental (Entry / Selection)	A+Right Arrow	Double Sharp
	A+Up Arrow	Sharp
	A+Enter Arrow	Natural
	A+Down Arrow	Flat
	A+Left Arrow	Double Flat
	A+C	Show Courtesy Accidental
Enharmonic Spelling	E+Up Arrow	Raises the entry/selection Enharmonic Spelling
	E+Down Arrow	Lowers the entry/selection Enharmonic Spelling
	E+Enter	Resets the entry/selection Enharmonic Spelling
	E+Left Arrow	Sets the default entry Enharmonic Spelling to flat
	E+Right Arrow	Sets the default entry Enharmonic Spelling to sharp
Volume	V+Space	Choose entry volume/Selection volume
	V+Up	Increases the volume of the selection
	V+Down	Decreases the volume of the selection
		More information on the deletion commands

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Delete	Backspace	
	Shift+Delete	
	Shift+Backspace	
Lyrics menu		
Lyrics	Ctrl+Enter	Inserts a new verse
	Tab	Add/Edit next item
	Shift+Tab	Add/Edit previous item
	Alt+Left	Moves the selected item(s) back in the score
	Alt+Right	Moves the selected item(s) forward in the score
	Delete	Deletes the currently selected Lyric
Bookmarks menu		
Bookmarks	Ctrl+Enter	Inserts a new line
	Tab	Add/Edit next item
	Shift+Tab	Add/Edit previous item
	Alt+Left	Moves the selected item(s) back in the score
	Alt+Right	Moves the selected item(s) forward in the score
	Delete	Deletes the currently selected item
Chord Names menu		
Chord Names	Ctrl+Enter	Inserts a new line
	Tab	Add/Edit next item
	Shift+Tab	Add/Edit previous item
	Alt+Left	Moves the selected item(s) back in the score
	Alt+Right	Moves the selected item(s) forward in the score
	Delete	Deletes the currently selected item
Guitar Frets menu		
Guitar Frets	G+F	When there is more than one chord fingering for a selected chord this shortcut will move to the next chord fingering
	Alt+Left	Moves the selected item(s) back in the score
	Alt+Right	Moves the selected item(s) forward in the score
	Delete	Deletes the currently selected Guitar Fret
Free Text menu		
Free Text	Ctrl+Enter	Inserts a new verse
	Tab	Add/Edit next item
	Shift+Tab	Add/Edit previous item
	Alt+Left	Moves the selected item(s) back in the score
	Alt+Right	Moves the selected item(s) forward in the score
	Delete	Deletes the currently selected Lyric

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Expression menu		
Expression	Ctrl+Enter	Inserts a new verse
	Tab	Add/Edit next item
	Shift+Tab	Add/Edit previous item
	Alt+Left	Moves the selected item(s) back in the score
	Alt+Right	Moves the selected item(s) forward in the score
	Delete	Deletes the currently selected Lyric
Power Edit Menu		
Power Edit Commands	Ctrl+Alt+V	Creates new measures prior to pasting/dropping a copied range
	Delete	Delete all notation in the range, but leaves the measure/staff structure intact
Perform menu		
Performance	Space	Starts/stops Playback
	Ctrl+Space	Play just the current measure and then return the cursor to the pre-playback position
	Ctrl+Home	Rewinds the cursor to the start of the score
Editing	Alt+R	Starts/stops recording in Edit Mode
Learning Tools (Step by Step Mode and Practice Sessions)	Ctrl+B	Starts/stops Step by Step mode
	Ctrl+Alt+B	Synchronizes the playback position to the current Step Position.
	Ctrl+Left Mouse Click	In Step by Step Mode, moves the playback start cursor to desired measure. Note this can also be done with MIDI Shortcut Keys.
	Escape	Stops current Practice Session
Tempo	T+Up Arrow	Increases Master playback tempo of the piece
	T+Down Arrow	Decreases Master playback tempo of the piece
	T+Enter	Resets Master playback tempo of the piece to its original value
Volume	V+Up Arrow	Increases Master playback volume of the piece (or just the selected staves)
	V+Down Arrow	Decreases Master playback volume of the piece (or just the selected staves)
	V+Enter	Resets Master playback volume of the piece to its

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		original value
MIDI Echo	Ctrl+E	Opens the Instrument dialog for the MIDI Echo device
Metronome	Ctrl+M	Activates/deactivates the Metronome
Tools menu		
Modes	M+1	Enter **Performance Mode**: Optimised for listening to and interacting with your music
	M+2	Enter **Layout Mode**: Modify proportions of score items, like staff heights, bar widths etc
	M+3	Enter **Edit Mode** - **Normal Entry** : Add to the notation and change all aspects of the existing notation
	M+4	Enter **Edit Mode** - **Mouse Entry** : Add and modify notation directly using the mouse
	M+5	Enter **Edit Mode** - **Power Edit** : Quickly edit large areas of the notation, applying changes to whole measures or beats
Help menu		
Help	F1	Opens the Help File to provide content sensitive help
Staff Manager Dialog		
Selection	Ctrl+A	Selects all staves

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

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9 FAQ (Frequently Asked Questions)

Topics:
- Buying and Activating MidiIllustrator
- Editing the Score
- MIDI Files, Playback and Sound
- Import and Export
- Printing
- Downloading
- Miscellaneous

• *Buying and Activating MidiIllustrator*

- How do I buy/pay for MidiIllustrator?
- I just purchased MidiIllustrator. Where are my license details (MidiIllustrator activation code)?
- How is the full version of MidiIllustrator delivered?
- How do I activate MidiIllustrator?
- If a new version comes out, or an update, do I have to pay for the new program again?
- Which MidiIllustrator product is right for me?
- What is the difference between the trial and full versions?
- Can I pay with PayPal?
- I'm based outside the US and would like to pay by check. Can I do that?
- I'm based inside the US and I want to pay by check Where do I send my check or money order?
- What kind of product support do I receive when I buy MidiIllustrator?
- Can I buy a copy of MidiIllustrator on CD?
- *Back to top*

• *Editing the Score*

- Is it possible to delete rests in the notation?
- How do I add, delete or move individual notes in the score? Is there a version which would allow this?
- The score looks & sounds odd after I converted it using the 'Two Hand Piano' Task. Why is that?
- How do you change the size of the font used to identify the notes (note names)?
- How do I adjust the time signature?
- How do I lower notes a whole octave? I play cello and want to print out music in the middle octave. Can this be done?
- I recorded a piece to MIDI in 3/4 time on my digital piano, but when I printed it out in MidiIllustrator, it was scored in 4/4 time. Why is that, and how do I change the time signature?
- I have a score which was originally composed in another program and saved as a MIDI file. When viewed in MidiIllustrator some (but not all) of the original treble clef guitar staves (for notating classical guitar music) are printed with a bass clef. Why is that?
- Is there any way that I can combine a series of pieces so I can set my computer/MIDI piano to play them? Is there a playlist facility, or a file merge function?

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- How do I print the MIDI file in lead sheet or fake book format?
- Can I split or join measures?
- Are there any editing features which MidiIllustrator Maestro does not yet offer?
- *Back to top*

• *MIDI Files, Playback and Sound*

- Where can I find MIDI files?
- I have connected my MIDI piano keyboard to the computer. Can I automatically play along using the instrument sound on a particular track? Right now, it always plays the instrument from 'Echo Instrument' setup.
- *Back to top*

• *Import and Export*

- What kind of files can I open with MidiIllustrator?
- *Back to top*

• *Printing*

- I have changed stave color in normal view but can't get it to print the color, or show color in print preview (page view). I have told my printer to print color. What can I do?
- Does MidiIllustrator support PostScript and Adobe Acrobat PDF printer drivers such as FreePDF™?
- Nothing appears on the printed page/some on the notation is missing. Why?
- The edge of the score on the printed page is missing. Why?
- How do I print alternate (or selected) pages to make back to back printing easier? - this option is grayed out in printer menu.
- *Back to top*

• *Downloading*

- I really would like to try this program, but I can't get it to download. Can you email it to me?
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• *Miscellaneous*

- What's the best way to learn how to use MidiIllustrator?
- How can I email a copy of my MidiIllustrator score to a friend who is not a MidiIllustrator owner?
- Are you planning a Mac version?
- Are you planning a Linux version?
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9.1 Buying and Registering

Frequently Asked Questions (FAQ)

FAQ > [Buying & Activating | Editing the Score | MIDI, Playback & Sound | Import & Export | Printing | Downloading | Miscellaneous]

Buying and Activating MidiIllustrator

Back to FAQ Topic

Q: How do I buy/pay for MidiIllustrator?
A: There are several ways to purchase MidiIllustrator using our guaranteed secure ordering methods. The easiest and quickest way to buy MidiIllustrator is online with PayPal using your credit or debit card - you will receive your product license almost instantly. Visit the 'purchase' page for more details:

http://www.midiillustrator.com/buy.htm

More contact and ordering information.

Back to FAQ Topic

Q: I just purchased MidiIllustrator. Where are my personalized license details (MidiIllustrator activation code)?
A: If you have purchased MidiIllustrator using a credit or debit card, and you have received your payment confirmation email from PayPal, then your personalized activation details will be emailed to you shortly.

If you do not receive an authorization email from PayPal, or your activation details do not arrive in good time, then please firstly ensure that you are able to receive emails from MidiIllustrator.com, and that you do not have any SPAM blocking software in place. Please also ensure that your ISP (Internet Service Provider) has not intercepted an email from us or PayPal and treated it as 'junk' mail. This is the most common cause of missing emails in the ordering process.

If your activation details have not arrived, please contact us to let us know about the ordering problem and we will resolve it immediately.

Click here to contact us regarding your order.

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Q: How is the full version of MidiIllustrator delivered?
A: MidiIllustrator is software you can try at no cost before you buy it. To obtain the full version of MidiIllustrator you must purchase a license for your copy of the software.

The easiest way to buy MidiIllustrator is with a Credit or Debit Card and takes just a few minutes online. This method is guaranteed secure and very quick - you receive your purchase almost instantly via email! You will be sent personalized activation details with which to activate your existing copy of MidiIllustrator. We will include instructions on how to do this.

Back to FAQ Topic

Q: How do I activate MidiIllustrator?
A: You will be sent some personalized activation details with which to activate your existing copy of MidiIllustrator. In order to complete activation successfully, you must enter the details into the MidiIllustrator activation page EXACTLY as shown. You can access the activation page through the 'Help' menu in MidiIllustrator, selecting 'Activate MidiIllustrator'. Type the details directly into the text boxes, or 'Copy' and 'Paste' them if you prefer. The details are case sensitive.

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Back to FAQ Topic

Q: If a new version comes out, or an update, do I have to pay for the new program again?
A: MidiIllustrator comes with free technical support and periodic free updates. We are constantly trying to improve MidiIllustrator, adding new features and fixing any compatibility or functionality issues as soon as they are identified.

Bug fixes and minor functionality updates in the form of 'point releases' are free to existing owners of the current 'major' version.

When purchasing MidiIllustrator, customers can opt to have us inform them whenever an upgrade to MidiIllustrator is available.

Discounted upgrades are also available to existing customers whenever a 'major' new version of MidiIllustrator is released.

You can see a typical list of 'point release' changes as in the case of version 1.0 to 1.01 here:

http://www.midiillustrator.com/history.htm

Back to FAQ Topic

Q: Which MidiIllustrator product is right for me?
A: MidiIllustrator is available in several different 'flavours' to allow people with different musical interests to choose the functions and features which best suit their needs. To learn about what the different versions have to offer, see the following page: About the Different MidiIllustrator Products.

Back to FAQ Topic

Q: What is the difference between the trial and full versions?
A: The trial version of MidiIllustrator offers all the functionality of the full version of MidiIllustrator, for a limited period of time. There are no limitations to printing or other functions in the trial so you can really get to know the program during the trial period.

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Q: Can I pay with PayPal?
A: Yes! You can purchase using PayPal by following the desired product link on the purchase page of our website:

http://www.midiillustrator.com/buy.htm

Back to FAQ Topic

Q: I'm based outside the US and would like to pay by check. Can I do that?
A: The easiest and quickest way to buy MidiIllustrator is by credit or debit card either online and we no longer accept checks.

Please contact us if you would like more information on any of the payment methods available.

Back to FAQ Topic

Q: I'm based inside the US and I want to pay by check. Where do I send my check or money order?
A: The easiest and quickest way to buy MidiIllustrator is by credit or debit card either online and we no longer accept checks.

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Q: What kind of product support do I receive when I buy MidiIllustrator?
A: Please see: I'm interested in purchasing Midiillustrator.

Visit this page to read more about product support.

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Q: Can I buy a copy of MidiIllustrator on CD?
A: Not any more! The latest version of your software is always available for you to download free of charge and never goes out of date like a CD copy.

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9.2 Editing the Score

Frequently Asked Questions (FAQ)

FAQ > [Buying & Activating | Editing the Score | MIDI, Playback & Sound | Import & Export | Printing | Downloading | Miscellaneous]

Editing the Score

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Q: Is it possible to delete rests in the notation?
A: Yes, with MidiIllustrator **Maestro**. MidiIllustrator **Virtuoso** behaves slightly differently to suit a different purpose.

How Rests are treated differently in MidiIllustrator Virtuoso versus MidiIllustrator Maestro
The design of MidiIllustrator Virtuoso is such that it is intended to 'automate' the process of notating as far as possible. As a result, MidiIllustrator Virtuoso will always try to fill all the silence in a given measure with rests. Furthermore, it will automatically try to group rests in accordance with the 'rules' of music notation. This automatic behavior cannot be overridden in MidiIllustrator Virtuoso. Rests cannot be selected and thus cannot be deleted in the same way that notes can.

If you need complete control over rests and other score notation, then we recommend that you try MidiIllustrator **Maestro**. Read about the differences between MidiIllustrator Virtuoso and MidiIllustrator Maestro.

If you wish to hide empty staves (i.e. staves which contain only rests), then this can be achieved using the Staff Manager by selecting 'Hide Empty Portions of Staves'. See 'Hide Empty Staves' in the 'Show/Hide' section of the help documentation for more information.

Back to FAQ Topic

Q: How do I add, delete or move individual notes in the score? Is there a version which would allow this?
A: Yes, with MidiIllustrator **Maestro**. MidiIllustrator **Virtuoso** behaves slightly differently to suit a different purpose.

How Notes are treated differently in MidiIllustrator Virtuoso versus MidiIllustrator Maestro
With MidiIllustrator **Virtuoso** you can delete or move existing notes, but new notes cannot be added to the score. That said, you can delete and move notes using MidiIllustrator Virtuoso, though this functionality is best directed at 'correcting' the score rather than full scale editing operations. Notes can be edited by selecting the note (or notes) and then choosing commands from the Notes menu.

If you need complete control over rests and other score notation, then we recommend that you try MidiIllustrator **Maestro**. Read about the differences between MidiIllustrator Virtuoso and MidiIllustrator Maestro.

Back to FAQ Topic

Q: Some scores look & sound a little strange after being converted using the 'Two Hand Piano' Task. Why is that?

A: The 'two hand piano' Task tries to rearrange the music in the score for solo piano. Generally the results are very good, but MidiIllustrator cannot always produce perfect arrangements as there are many difficult decisions to make in this process.

Listed below are the exact steps performed by MidiIllustrator in this task:
- Merge all of the tracks in the score into a single track.
- Split the track 'automatically' into left and right hand tracks using an advanced set of musical analysis rules.
- Set the MIDI device on each track to the default MIDI playback device.
- Set the MIDI Instrument Patch on each track to General MIDI Instrument 'Acoustic Grand

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Piano' (#1), and
- Rename the tracks accordingly.

MidiIllustrator does not ignore any instruments in the task in case they are integral to the piece. The exception here is drum tracks (see below). If you know that there is content in the score which should not be considered for a piano solo arrangement, then you can greatly improve results of this task by first deleting the track containing this content using the 'Track Manager' from the Tracks menu. You can hit the F1 key when the Track Manager is open for more information on deleting tracks.

This popular task has been improved to automatically handle drum tracks and non-piano instrument tracks. The new Tasks Options tab in Program options allows you to configure task behavior for better task results.

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Q: How do you change the size of the font used to identify the notes (note names)?
A: Note names always have to be kept proportional to the note head size in order to keep the score readable, therefore you cannot explicitly change the font size for the note names.

One option is to experiment with font types and color (and bold fonts via the 'Fonts' tab, 'Score Options') to see if that makes the presentation more favorable. The only other option is to increase the size of the score by zooming in (or if printing, by altering the 'Print Size' under the 'Print Layout' tab in 'Score Options').

The note name can be shown either in the head of the note or alongside the note or above/ below the staff. You can choose the clearest format depending on whether you are printing the score or viewing it on the screen.

Back to FAQ Topic

Q: How do I adjust the time signature?
A: Changes to the time signature can be made with the Time Signature Dialog, via the Measures menu.

Q: How do I lower notes a whole octave? I play cello and want to print out music in the middle octave. Can this be done?
You can indeed lower all the notes in a track/measure range by choosing "Transpose Notes" from the Measures menu. Then in the "Transposition" section, select "Shift Notes" 12 half steps down.

Back to FAQ Topic

Q: I recorded a piece to MIDI in 3/4 time on my digital piano, but when I printed it out in MidiIllustrator, it was scored in 4/4 time. Why is that, and how do I change the time signature?
A: Generally speaking, information about time signature is stored in a MIDI file when the file is first created. MidiIllustrator can support and display any time signature used in a MIDI file. MidiIllustrator fully supports changes to the time signature. When no time signature is stored in the MIDI file, MidiIllustrator assumes that the piece is in 4:4 time. Since no time signature is being stored in the recorded piece, MidiIllustrator defaults to 4:4 for that piece during import. You can change this default using the Edit Time Signature Dialogue (Measures menu).

Back to FAQ Topic

Q: I have a score which was originally composed in another program and saved as a MIDI file. When viewed in MidiIllustrator some (but not all) of the original treble clef guitar staves (for notating classical guitar music) are printed with a bass clef. Why is that?
A: MIDI files do not generally store information about clefs, so it is up to MidiIllustrator to decide which clefs to use in each measure/stave of the score. When importing a MIDI file, MidiIllustrator tries to place as many notes as close to the stave as possible (thereby reducing the need for leger lines) and chooses a clef accordingly, regardless of the instrument allocated to that stave. This is why MidiIllustrator sometimes changes the clef mid stave; it is trying to make the music easier to read.

You can force a particular clef for all or part of a stave using the 'Measures' menu commands.

The traditional notation clef for a guitar stave is a treble clef, but it varies from the standard piano treble clef used by MidiIllustrator in that it is an octave higher, which is why the notes appear lower than you might expect for guitar parts.

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You can select 'octave adjusted' clefs for instruments such as guitar/banjo so that a treble clef can be used, but all notes will be adjusted by an octave accordingly.

Back to FAQ Topic

Q: Is there any way that I can combine a series of pieces so I can set my computer/ MIDI piano to play them? Is there a playlist facility, or a file merge function?
A: MidiIllustrator includes support for playlists as well as other powerful song management features. With MidiIllustrator Maestro, sections of scores can easily be moved, copied, or repeated.

Back to FAQ Topic

Q: How do I print the MIDI file in lead sheet or fake book format?
A: MidiIllustrator can quickly rearrange a score for a particular purpose, such as creating Fake Books or Lead Sheets. You can generate scores which show a combination of the following core features: melody, lyric, chord names and guitar frets.

MidiIllustrator can usually identify the melody line in a MIDI file, and is also able to generate chords by analyzing the harmony tracks of the file. In order to do this, there must be sufficient information in the MIDI file for MidiIllustrator to work with (usually one melody track and at least one harmony track).

To show the both the melody line and generate chords at once, start by opening the MIDI file in its original state. From the Tasks menu, select "Create Lead Sheets and Fake Books", and then "Fake Book Style" 1, 2 or 3 depending on the "fake book" format you would like. MidiIllustrator will give you the opportunity to confirm which track in the file is the melody line.

If you are using a Karaoke file instead of MIDI file, do not (if prompted) choose to "Convert to Lead sheet" as you open the file, and instead follow the steps above.

There are tips in the help file which show how to get the best results from MidiIllustrator's chord generation features (search for "chord names" or "Song Lead Sheets and Fake Books" in the help file index).

Back to FAQ Topic

Q: Can I split or join measures?
A: MidiIllustrator fully supports measure splitting and joining.

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Q: Are there any editing features which MidiIllustrator Maestro does not yet offer?
A: MidiIllustrator Maestro offers many features dedicated to helping you capture your musical ideas, whether you are recording a live performance, modifying an existing song, or creating a new score from the ground up entering new notes one at a time. *But we are still adding new functions to make Maestro even better*.

If you can think of a feature which you need right now but can't find in Maestro, please let us know so we can prioritize development.

9.3 MIDI Files, Playback and Sound

Frequently Asked Questions (FAQ)

FAQ > [Buying & Activating | Editing the Score | MIDI, Playback & Sound | Import & Export | Printing | Downloading | Miscellaneous]

MIDI files, Playback and Sound

Back to FAQ Topic

Q: Where can I find MIDI files?
A: MidiIllustrator can import files of type .MID and .KAR and convert these 'raw' music files into sheet music. A number of sample files of type .MID are included with the program in the "Samples" folder. These files are a good place to start when first finding your way around

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MidiIllustrator.

You can learn more about finding, downloading and notating MIDI files with our simple Step by Step Guide.

You can find many more MIDI (.MID) files at the sites we list here:

http://www.midiillustrator.com/midifiles.htm

For example, at the Mutopia site you can find many free classical works by famous composers. An example at the Mutopia site would be:

http://www.mutopiaproject.org/cgibin/make-table.cgi?Composer=MozartWA

On this page, find one of the .MID file links, for example:

http://www.mutopiaproject.org/ftp/MozartWA/K6deest/k6deest/k6deest.mid

Right click the MIDI file link and choose "Save Target As" and download the file to your computer. Now you can open the downloaded MIDI file using MidiIllustrator, and it will be converted to sheet music. You can then view, print or play back the music.

Back to FAQ Topic

Q: I have connected my MIDI piano keyboard to the computer. Can I automatically play along using the instrument sound on a particular track? Right now, it always plays the instrument I have configured in 'Echo Instrument' setup.
A: Yes. With a right click on the track select button (Track Tools) the MIDI echo device will instantly adopt the given track's instrument.

9.4 Import and Export

Frequently Asked Questions (FAQ)

FAQ > [Buying & Activating | Editing the Score | MIDI, Playback & Sound | Import & Export | Printing | Downloading | Miscellaneous]

Import and Export

Back to FAQ Topic

Q: What kind of files can I open with MidiIllustrator?
A: You can read about all the files MidiIllustrator opens, creates and saves here.

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9.5 Printing

Frequently Asked Questions (FAQ)

FAQ > [Buying & Activating | Editing the Score | MIDI, Playback & Sound | Import & Export | Printing | Downloading | Miscellaneous]

Printing

Back to FAQ Topic

Q: I have changed stave color in normal view but can't get it to print the color, or show color in print preview (page view). I have told my printer to print color. What can I do?

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A: MidiIllustrator can be set to disable the color output on all printers, and this can be manually determined by selecting options from:

File Menu / Printing Options / Layout and Print Size.

You can also access this screen via the "Score Options" command.

Back to FAQ Topic

Q: Does MidiIllustrator support PostScript and Adobe Acrobat PDF printer drivers such as FreePDF™?
A: One of the best way to share scores with other musicians is with the free MidiIllustrator Player.

Alternatively, using third party products alongside MidiIllustrator, you can generate portable versions of your MidiIllustrator scores which can be shared with friends and other musicians.

MidiIllustrator customers have succesfully created PDF scores using the following products:
- PDFCreator **(free, recommended)**
  http://sourceforge.net/projects/pdfcreator/
- Adobe Acrobat PDFwriter
  http://www.Adobe.com
- Adobe Distiller
  http://www.Adobe.com
- Ghostscript **(free)**
  http://www.Ghostscript.com
- pdf995 **(free)**
  http://www.pdf995.com/

If you are using a PDF printer driver with MidiIllustrator which is not listed above then please let us know and we will post the information here.

Unfortunately we are unable provide any support for these products, and you should contact the respective developers in each case with any questions you may have.

You can also generate both Adobe PDF files (Portable Document Format) and PostScript files using the "Print to File" option in the Print dialogue.

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Q: Nothing appears on the printed page/some of the notation is missing. Why?
A: Several things might cause this. Try the following:
- Try disabling/enabling MidiIllustrator's color printing option. You can control this by opening 'Score Options', select options from the 'Print Layout' tab.
- Try changing your printer's color/black and white settings.
- If you are using color on the score, try changing the score colors to the original settings: ie set the 'Page Background' color to white, and the 'Normal Notes' color to black ('Score Options', select 'Color' tab)
- Does the printer work OK with other Windows applications? Do you have the latest drivers for your printer (the latest drivers are usually available for download from the printer manufacturer's website). You might also try printing scores to bitmaps or to PDF documents to see if the problem lies with your printer.

Back to FAQ Topic

Q: The edge of the score on the printed page is missing. Why?
A: Things to try to remedy this problem:
- Try substantially increasing the margin size for the problematic side of the page ('Score' Menu/'Score Options'/'Print Margins' tab).
- Ensure that the correct paper size is chosen for the printer ('File' Menu/'Printing Options'/'Printer Setup')
- Does the print preview ('page view') look OK prior to printing? The printer margins are highlighted in this view and show where the printer is unable to print on the paper (the edges of the score will be a slightly faded color where the printer cannot reach the paper). Any notation showing in this faded area will likely not be printed.
- Does the printer work OK with other Windows applications? Do you have the latest drivers for your printer (the latest drivers are usually available for download from the printer manufacturer's website). You might also try printing scores to bitmaps or to PDF documents to see if the problem lies with your printer.

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Back to FAQ Topic

Q: How do I print alternate (or selected) pages to make back to back printing easier? - this option is grayed out in printer menu.
A: MidiIllustrator supports alternate page printing (i.e. odd or even page printing), as well as other important printing options.

9.6 Downloading

Frequently Asked Questions (FAQ)

FAQ > [Buying & Activating | Editing the Score | MIDI, Playback & Sound | Import & Export | Printing | Downloading | Miscellaneous]

Downloading

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Q: I really would like to try this program, but I can't get it to download. Can you email it to me?
A: Occasionally, Internet traffic levels can mean that the MidiIllustrator trial setup file is slow to download or temporarily 'unavailable'. If this happens, please try downloading again later.

To retry from our website:

http://www.midiillustrator.com/download/MidiIllustratorSetup.exe

We can only email the MidiIllustrator trial setup file to you as a last resort, as many ISPs (Internet Service Providers) do not allow attachments as large as the trial setup file. Please contact us if you would like a copy emailed to you.

9.7 Miscellaneous

Frequently Asked Questions (FAQ)

FAQ > [Buying & Activating | Editing the Score | MIDI, Playback & Sound | Import & Export | Printing | Downloading | Miscellaneous]

Miscellaneous

Back to FAQ Topic

Q: What's the best way to learn how to use MidiIllustrator?

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A: MidiIllustrator is designed so that you can get to know the program in two quite different ways:

1. You can jump right into MidiIllustrator by selecting commands from MidiIllustrator's menus and toolbars:
The Launch Screen shows a variety of the program's most popular tasks. Alternatively, choose 'Open' from the 'File' menu and import one of the sample MIDI files included with MidiIllustrator - the 'Score Wizard' will guide you. Hover over the toolbar buttons to see a 'tooltip' which indicates the purpose of the button. At the same time, you will see more information about each command in the 'Status Bar' at the bottom of the screen. Feel free to experiment! You can always undo changes to the score by clicking on the 'Undo' command in the 'Edit' menu.

OR

2. Read all about what you can do with MidiIllustrator!
If you are new to the program, then we recommend you read the 'Getting Started' section in the help documentation supplied with MidiIllustrator as a quick start guide to some of the many things you can do with the program.

Either way, you can access the 'Getting Started' pages at any time from the 'Help' menu in MidiIllustrator.

Alternatively, take a look at some of the many things you can do on the MidiIllustrator website home page.

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Q: How can I email a copy of my MidiIllustrator score to a friend who is not a MidiIllustrator owner?
A: Three options are available:
1. Tell your friend to download the free MidiIllustrator Player - they can then open and play any MidiIllustrator score.
2. Alternatively, print your scores to bitmaps directly from the program and share them with others, or open them in other applications.
3. Finally, you might consider trying a PDF Printer driver which will allow you to email a PDF document of your score.

Back to FAQ Topic

Q: Are you planning a Mac version?
A: At the moment, we do not have any firm plans for a dedicated Mac version, though it is something we will consider for the future.

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Q: Are you planning a Linux version?
A: We have confirmed that recent versions of MidiIllustrator run on Linux using the WINE emulator.

At the moment, we do not have any firm plans for a dedicated Linux version, though it is something we will consider for the future.

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10 About the Trial Version of MidiIllustrator

Command Location: Help Menu

The trial version of MidiIllustrator offers all the functionality of the full, registered version of MidiIllustrator, for a limited period of time.

When you start the trial version of MidiIllustrator a pop up screen appears informing you that you are using an Unlicensed Trial Copy of MidiIllustrator. The number of free tries that you have before certain functions are disabled is displayed on the screen, as is a link to the MidiIllustrator website. To clear the screen and continue with startup simply click on the 'Continue' button. To license/purchase a copy of MidiIllustrator click on the 'How to Buy' button. The full, licensed version of MidiIllustrator does not show this pop up screen.

This screen will be updated each time you open MidiIllustrator and will inform you of the number of tries that you have left. As you approach the end of the trial period the screen will also remind you that your free trial will shortly run out.

When the trial period has expired, **Printing**, **Saving** and **Audio** functions will be disabled and a special 'watermark' will appear on score page background. You can still open, view, and work with your scores after the trial period has expired if you still wish to try out certain features.

If you wish to continue using the full MidiIllustrator feature set after this point, then you must buy the software. Buying MidiIllustrator is quick, easy and great value!

There are several ways to purchase the full version of MidiIllustrator, see the help topic: Help Purchasing MidiIllustrator.

For more information visit our website at:

http://www.MidiIllustrator.com

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View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

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11 Contact Us

Command Location: Help Menu

If you have any questions then please email us.

Many common questions are addressed in these help files. For information about new products and upgrades, please visit our website. If you have a technical question about MidiIllustrator then please provide as much detail as possible when writing so that we have the best chance of answering accurately.

For support questions:

support@MidiIllustrator.com

For sales and billing questions:

sales@MidiIllustrator.com

For more information:

http://www.MidiIllustrator.com

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12 Version History and Licence Agreement

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GRANT OF LICENSE AND TERM
This license agreement pertains to ALL products in the MidiIllustrator range.
The MidiIllustrator product range is shareware.
The Evaluation version available for download from the MidiIllustrator homepage is not functionally-limited in any way. However its use is restricted to 30 (thirty) operations, meaning that after you have executed the program 30 times it will cease to function.
At this time you must register the software in order to continue using it, or remove it completely from your computer.
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You may distribute all versions of the EVALUATION MidiIllustrator product installation packages as available on the MidiIllustrator Website at: http://www.MidiIllustrator.com subject to the following conditions:
1. The installation package remains PERFECTLY intact, as distributed on the MidiIllustrator Website
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Transfer Arrangement
You may transfer your rights under this Agreement to only one other individual, provided that the recipient agrees to the terms of this License Agreement, and provided that you completely destroy any copies of the Software, its registration details, and its documentation which you did not transfer to the recipient.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

12.2 Version History

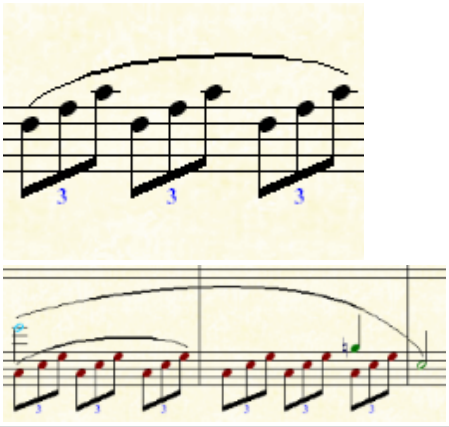
All product releases for the MidiIllustrator range are listed in the table below with details of new features and improvements.

You may also wish to read this comparison of MidiIllustrator products.

Feedback

We are constantly improving and adding new features to MidiIllustrator.

If you have any thoughts about the MidiIllustrator range, or you would like to see a particular feature in the next version, please contact us.

MidiIllustrator Player Version 3.00		
New Feature	**Description**	
Free MidiIllustrator Player	Updated to support all the new features in scores created using MidiIllustrator Virtuoso and MidiIllustrator Maestro **Version 3.00**	
MidiIllustrator Virtuoso Version 3.00 - and - MidiIllustrator Maestro Version 3.00 (see Maestro only functions below)		
New Feature	**Description**	
New composing feature: Slurs	Slurs are quick and easy to add and unlike other composing software, MidiIllustrator automatically manages the path of each slur you create in the score making them easy to "set and forget" as you add and edit notation around each slur. Automatic recalculation of the slur gives you the best looking notation in the shortest time.	

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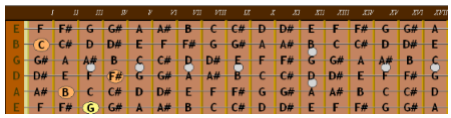
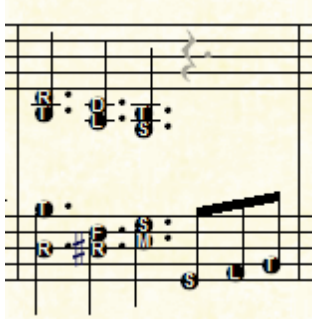
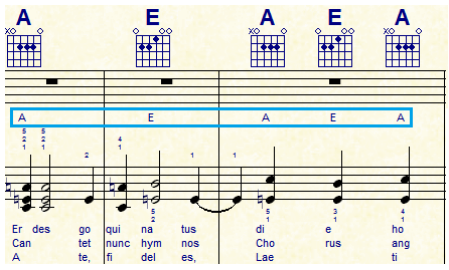
On-Screen Guitar Fretboard	The On-Screen Guitar Fretboard will highlight notes and chords from the current score. It can be used as an aid to reading and playing the score allowing you to quickly and easily visualize chord shapes and fingering. The On-Screen Guitar Fretboard Colors are fully customizable and can be configured with the Fretboard Options tab in the Program Options dialog.	
Speaking Metronome	When the Speaking Metronome is enabled, the metronome will count the beats out loud using a human voice instead of the Metronome Instrument. This is especially useful when learning rhythm.	
Display Solfege Note Names	Displays Solfege names for instruments and score note names.	 
Copy Chord Names to Lyrics	This much requested feature will allow you to copy any chord names to the lyrics of the first staff in the score. In some cases it is desirable to show chord names beneath the staff in this way but moreover it is possible to export these new chord lyrics by saving the score as a MIDI file, as the MIDI format can store lyrics but not chord information. Other music software programs and some advanced digital keyboards can then display chords (in the lyrics) generated by MidiIllustrator, when importing a MIDI file.	

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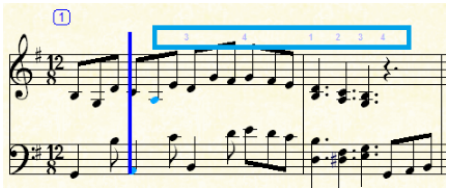
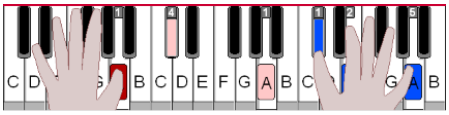
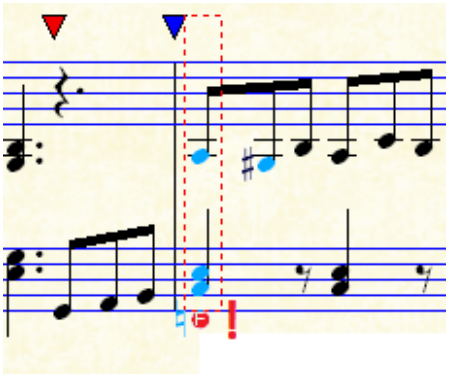
Beat Marker Numbers	A major improvement to the existing beat markers, Beat Marker Numbers are small numbers 'on the beat' above the top staff. If, for example, the time signature is 4:4, then four beat marks (or the numbers 1 to 4) will span the top of each measure. These numbers are hidden as the cursor passes them.	
Performing Hands Now Displayed in Step by Step Mode	Performing Hands can also be shown in Step by Step Mode when finger numbers have been created for the score. This can help with studying hand positions.	
Step by Step Mode Shows Incorrect Input	Step by Step mode now shows notes on the score are they are input from a device to help see mistakes and find the correct position.	
Step by Step Mode New MIDI Shortcut Keys	New MIDI Shortcut Keys for synchronizing the playback position to the current Step Position.	
Step by Step Mode New Keyboard Shortcut Keys	New Keyboard Shortcut Keys for synchronizing the playback position to the current Step Position.	
Improved Metronome Intro/Lead-in Options	The Metronome lead-in options now includes a swift two beat intro option for playback, for recording and also for Practise Sessions at start of first playback or between loops.	
Step by Step Mode improved in Practise Sessions	If you are using Step by Step Mode in a Practise Session, when you enter the last notes in the practise range, the Step by Step entry cursor will move automatically back to the start of the practise session.	
Highlight Rests During Playback	This much demanded feature will optionally highlight rests during playback as well as notes to help with counting.	
Save/ Restore Session	You can now Save/Restore the entire last session of scores you were working on instead of just the last score when opening/ closing MidiIllustrator.	
Per Score Tempo	The "Master tempo" is now adjustable and remembered ***individually for each open score,*** allowing you to have different tempo adjustments for each open score. This tempo is also saved with the score on closing MidiIllustrator and restored	

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	with the session.	
Performance Recording New Shortcut	Alt-R now starts/stops MIDI device recording.	
Zooming Shortcuts Improved	Added standard Ctrl+, Ctrl-, Ctrl0 zoom keyboard shortcuts for better useability and standardised with Internet browsers and other applications. Original shortcuts continue to work as they did with previous versions of MidiIllustrator.	
Highlight Middle C	Middle C is now optionally highlighted on the On-Screen Piano Keyboard for easier orientation.	
Improvements	• Full compatibility with Windows 8/8.1. • Graphic display quality improvements (e.g. antialiasing of fonts). • Improved handling of custom OS DPI settings (Windows custom text size). • Rewrite of metronome light timing to address latency issues. • Printing to BMP improvements. • Improved handling of invalid note pitches during MIDI import. • Better validation of MIDI data. • Clearer metronome sounds. • Improved handling of unavailable scores accessed from recent scores list. • Increased "pre-warning" score open count to 40. • Improved cursor navigation commands (View Menu).	
MidiIllustrator Player Version 2.00		
New Feature	**Description**	
Free MidiIllustrator Player	Updated to support all the new features in scores created using MidiIllustrator Virtuoso and MidiIllustrator Maestro **Version 2.00**	
MidiIllustrator Virtuoso Version 2.00 - and - MidiIllustrator Maestro Version 2.00 (see Maestro only functions below)		
New Feature	**Description**	
Finger Numbers and Automatic Fingering Analysis	Now you can assign finger numbers to each note either manually or in a single step with MidiIllustrator's Automatic Fingering Analysis. Fingering analysis is customizable to help you assign the right finger numbers easily and quickly for a selection of notes or the whole score. Once you have assigned finger numbers to notes several new features become available: • Finger numbers can be displayed in, alongside, above or below each note/chord in the score • Finger numbers can be displayed on each key during playback on the On-Screen Piano Keyboard • MidiIllustrator can show animated Performing Hands performing your score over the On-Screen Piano Keyboard	
Enrich your score with Rich Text Content	The following MidiIllustrator rich text items can store and display rich text and OLE objects in your score: Lyrics, Bookmarks, Chord Names, Free Text (New), Expressions (New), Staff Names and Instrument Names (Staff Namings) and Score Titles	

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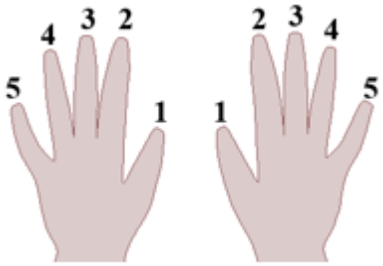
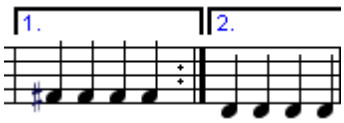
	Here are just a few of the formatting features supported by the new rich text items: • Font formatting such as font style (e.g. **bold**, *italic*, underline, etc.) • Images/photos (jpeg, bitmaps etc.) • Text colors • File Attachments (even other scores!) • Hyperlinks (e.g. http://www.MidiIllustrator.com) • Paragraph Alignment (e.g. Left, Justified, etc.) • Bullets and line numbering Easily add objects such as images and other multimedia content to your score.	
Performing Hands		Performing Hands are an animation feature of the On-Screen Piano Keyboard. Performing Hands can be used both as a learning tool and when composing to see how the hands move when fingering your keyboard compositions. Alternatively you can simply enjoy watching your score performed on the keyboard by MidiIllustrator's talented hands which can perform even the most technically challenging pieces!
Expressions which Control Playback (e.g. Dynamics, Metronome Tempos, Articulations etc.)	Expressions are rich text notation which can be customized to suit your needs. Expressions differ from other rich text objects (such as Free Text items) as they can be associated with MIDI events such as Tempo, Volume and Pan which alter the performance of a piece during playback. Common expressions include: • Dynamics • Metronome Tempos, Tempo Marks and Tempo Alterations • Mood Marks • Articulations	
Measure Endings		MidiIllustrator now supports endings as part of its comprehensive barline functionality. Endings can be used with bar repeats to create very efficient scores where only the ending of a particular passage varies from one verse to the next. You need only score the common part of one or more verses once and then add any different "endings" for each verse. Naturally, MidiIllustrator can observe ending behavior as well as nested repeat instructions in the score during playback.

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Quick Print Parts/ Instruments /Staves	Print any combination of parts, instruments or staves in a single command, without having to modify the score at all. The new quick print dialog saves you time when printing.
Fully Customizable On-Screen Piano Keyboard Colors	The colors used to display On-Screen Piano Keyboard can be configured with the Keyboard Options tab in the Program Options dialog. With this feature you can change the colors of various parts of the keyboard as well as the Keyboard Highlighting Colors used to show which keys are being pressed during playback.
Score Starting Tempo	As well as saving a modified master tempo with a score, you can now set the starting tempo for any score.
Completely New Program Interface	The entire MidiIllustrator application has been overhauled with a completely new interface providing greater layout control and improved accessibility. The new interface also supports several new color schemes (themes) and tabbed documents, as well as smart docking for toolbars and special controls such as the On-Screen Piano Keyboard and List Bar. By default, each program in the MidiIllustrator series uses a different theme.
Context Menus	Key commands are now available as right-click context menus, providing easier access to the commands you need most often. Extended Clipboard Actions have also been added to the context menus.
Better Printer Management	MidiIllustrator's new printer manager stores information about your preferred printer and also stores print setup details with each score, such as: • Paper Orientation • Paper Size
New Ways to Show Individual Note Names	Individual note names can now be displayed along with finger numbers (new) in, alongside, above or below each note or chord in the score.
Finger Numbers Displayed on the On-Screen Piano Keyboard	Once assigned to notes in the score, finger numbers can be displayed on the top of each key during playback.
New Dynamic Tempo and Volume Controls	The Volume and Tempo toolbar has been integrated into the brand new MidiIllustrator Status Bar.
Extended Clipboard Actions	The clipboard now supports the copy and paste for lyrics, bookmarks, chords, frets, free text and expressions.
Tabbed Documents/ Scores	MidiIllustrator scores are now arranged as 'tabs' much like popular applications such as Firefox and Internet Explorer. Tabs provide easier access and management of your open scores with more than one score open at a time.
Interface Improvements	Many interfaces have been improved through redesign and new features for example:

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	Apply Now buttons which update your score instantly when you make changes to dialog controls (without requiring you to close the current interface dialog) are now available on the following dialogs: • Score Options • Score Titles • Staff Manager Staff Manager also has a new layout.
New Program Options	The Program Options dialog includes new tabs: • Keyboard Options for configuring the On-Screen Piano Keyboard • Program Colors hosting reorganized color management items from the Color tab in the Score Options dialog
Extended Insertion and Item Shift functions, with Keyboard Shortcuts	Lyrics, bookmarks, chords, frets, free text and expressions can all be shifted backwards and forwards in the score using new menu commands and Keyboard Shortcuts. • When inserting "Next/Previous" items (such as Lyrics, Bookmarks etc.) optionally include measure beats as Next/Previous cursor insert locations • When shifting items such as Lyrics, Bookmarks etc. Forward or Back, optionally include measure beats as cursor insert locations
Free Text Items	Free Text Items are rich text objects which can be positioned anywhere in the score providing a great alternative to Lyrics and Bookmarks. Moreover these objects can be anchored to the measure, page or staff so that they move relative to the score as it changes.
New Metronome Light Options	• The Metronome Light now displays the beat count numerically in order to help with counting and rhythm exercises • The flashing effect of the metronome is now more configurable, allowing the display of solid colors without flashing effect
Support for MidiIllustrator running on Linux with WINE	We have confirmed that MidiIllustrator runs on Linux using the WINE emulator.
Staff Manager, Staff Copy Functions Improved	The Copy Staff command in Staff Manager now copies Lyrics, Free text and Expressions as well as the rest of the staff notation and properties.
Hide Upper/ Lower Voice Rests	MidiIllustrator intuitively handles the display of rests in the notation. This option gives the composer greater control to optionally hide all automatically drawn upper/lower voice rests allowing for a more streamlined score.
Improved Score Layout	Better management of staff systems based on clef size and notation content means that staves are even more compact making even better use of your screen real-estate.
New Program Icons	
Fixes and Improvements	• Improvements to barline graphics, and introduced new barline toolbar buttons • It is now default behavior to print score notation colors but not to print page textures, which are now separate options • Search the help file for keywords directly from the search box in the main program menu bar • New page background textures • Extra handling of invalid key signatures in MIDI files

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	• Accidentals no longer repeat on notes which tie from the previous measure. To show an accidental on a note tied from a previous system/page, a courtesy accidental can be used • Staff instrument names can now be edited in Staff Manager and the Staff Instrument dialogs • Re-enabled default editing option "Auto-tie off-beat notes which cross beats" • Improvements to Scroll View • Added extensions to all file names in List Bar, so the extension column does not need to be visible to identify file type • Improved splash screen dismissal behavior • Improved handling of improperly structured MIDI files which could result in some MIDI notes hanging when imported • Addressed occasional Tooltip flicker when running under Windows Vista • Updated file associations to work with Windows Vista with UAC enabled
MidiIllustrator Maestro/Virtuoso/Player Version 1.02	
New Feature	**Description**
Fixes and Improvements	• Fixed: Vista AutoSave error Details: MidiIllustrator encountered a sporadic error with default AutoSave settings when running under Microsoft Windows Vista. • Fixed: Enharmonic spelling/pitch shift error Details: Corrected an issue with enharmonic spelling and pitch shift functions where pitch change was not properly stored. • Other performance improvements
MidiIllustrator Virtuoso Version 1.01 - and - MidiIllustrator Maestro Version 1.01	
New Feature	**Description**
New Score Samples	Three new complete score samples are included with each MidiIllustrator installation program. • Anitra's Dance by E Grieg • Amazing Grace by J Newton • The Entertainer by S Joplin These scores exploit some of MidiIllustrator's many scoring features and formatting options, including the use of textures, fonts, lyrics, chords and notation learning tools such as individual note naming.
 Vista Compatibility	MidiIllustrator is now compatible with Microsoft Windows Vista. Several interface improvements mean that all MidiIllustrator programs run perfectly on the new Microsoft Windows operating system.
New Program Icons and Graphics	New images have been incorporated into the different MidiIllustrator products for those customers who have more than one MidiIllustrator product installed at a time. It is now much easier to associate various music file types with a given MidiIllustrator application.
	 MidiIllustrator Maestro MidiIllustrator Virtuoso MidiIllustrator Player
Trial	Printing is now fully enabled in the trial versions of MidiIllustrator

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Printing	Maestro and MidiIllustrator Virtuoso, allowing musicians to print complete scores whilst auditioning each program.
MIDI Device Volume automatically set	Some programs erroneously reduce the master volume of the "Microsoft GS Wavetable SW Synth", which is the default MIDI device used for playback on many Windows systems. If the Windows 'master' volume for this device has been set to zero, then no sound will be heard during playback of any scores which use the device. MidiIllustrator now checks to see if the Wavetable Synth is the playback device each time playback begins. If it is, and the current volume is zero, MidiIllustrator automatically increases the volume to 50%. This action simply reproduces the result you would see if you manually increased the "MIDI" or "SW Synth" volume value in the Windows Mixer dialog (also know as "the Windows volume control").
Fixes and Improvements	• Playlists: Score adding capacity increased It is now possible to add an unlimited number of scores to a playlist in a single action. The previous limit was ~300 scores at a time • Fixed: Step by Step cursor positioning reset Details: This release fixes an issue with Step by Step mode whereby cursor positioning was occasionally reset to the playback start position during note 'step' auditions whilst using the cursor keys
MidiIllustrator Player Version 1.01	
New Feature	**Description**
Free MidiIllustrator Player	With MidiIllustrator Player, you can **open**, **view**, **print** and **playback** scores created with any MidiIllustrator product (.mil files). You can also change the presentation of the score to suit your needs, for example changing the notation size, or varying the score playback tempo. **MidiIllustrator Player** is a *free* product, and includes a small part of the functionality offered by other products in the MidiIllustrator range. The MidiIllustrator Player installation program can be freely distributed among musicians - this is a great way to share your scores with musicians who do not yet have access to the full versions of MidiIllustrator Virtuoso or MidiIllustrator Maestro. Read more about Player in the MidiIllustrator documentation.
MidiIllustrator Virtuoso Version 1.00 - and - MidiIllustrator Maestro Version 1.00 (see Maestro only functions below)	
New Feature	**Description**
Program Modes	To support a broad range of functionality, MidiIllustrator now has three distinct 'modes' for working with your scores in very different ways. Each mode offers a set of particular commands, whilst temporarily hiding other functions to help you focus on the task in hand. You simply switch seamlessly between modes depending on what you want to do with the program. • **Performance Mode** allows you to perform and interact with your songs. In Performance Mode you can create Practice Sessions, study specific ranges of your scores and use learning tools such as Step by Step. Most score editing functionality is hidden in this mode to allow you to focus on score viewing, listening and performing. • **Layout Mode** is for changing the dimensions and positions of score objects, such as measures, staves and lyrics. MidiIllustrator automatically formats the music layout to make good use of screen 'real estate'. However, if you wish to manage the layout for a particular measure, page or even the entire score, then in this mode

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	you can either tweak the layout to simply tighten up the score a little, or you can make major changes to squeeze as much notation as possible onto a given page. • **Edit Mode** is for full-scale score editing and composition (see below)
Hide Traditional Staff Notation / Show Stave Timeline	MidiIllustrator can hide traditional staff notation on the score and instead show staves as a much more compact timeline. This option is very useful for producing and printing song sheets and 'fake books' which contain only song lyrics, or perhaps chords and guitar frets. You can dramatically reduce the number of pages in a score if you do not need to see any staff notation or melody lines.
Score Titles	Score Titles are customizable text entries in the score. You can apply fonts and colors of your choice. The following 'titles' are available: • Score Title • Copyright • Composer • Reference • Footer (first page and all remaining pages) • Header (first page and all remaining pages)
Title Fields	'Fields' are special text strings which can be inserted into Score Titles. Fields are automatically populated with updated score information when titles are displayed or printed (such as page count, file name, date and so forth...).
Page Textures and Score Backgrounds	Add texture and quality to your score manuscript using score textures which color the page beneath the notation. Custom score backgrounds allow you to add a personal feel to your MidiIllustrator working environment.
Launch Screen	The MidiIllustrator 'launch' screen allows you quick and easy access to the program's most common activities.
AutoSave and Background Saving	MidiIllustrator will periodically save changes and make backups of your open scores, and can save your scores in the background so that you can continue working uninterrupted.
Store Adjusted Tempo	If you have adjusted the Master tempo of the score you are working with, you can store the new tempo with the score when you save it.
Undo/Redo more powerful and easier to use	The new undo/redo system allows a virtually *unlimited* number of commands to be undone/redone. Furthermore, MidiIllustrator now attempts to retain the *current* zoom, view and mode when undoing/ redoing to a previous/future state (rather than restoring the zoom/ view/mode of that *other* undo state).
List Bar	Several new features have been added to the List Bar: • Add the current (open) song to the current Playlist with a single click. • Custom List Font: The List Bar Font button allows you to set a custom font for display of all text in the List Bar. You can, for example, choose a larger font to make reading from a distance easier. • Typing into list cycles list selection to first occurrence of letter typed and displays selected entry (and so on with next letter typed). • Your preferred list-column-widths are now stored and restored for each 'tab' in the list bar. Column 'autosizing' is a new menu option. • Logged files are now managed more efficiently with automatic removal of duplicate entries. • The List Bar Tabs now fully support XP Themes. • "Windows" tab renamed to "Open Scores" for clarity.
Easier Text	Text entry has been redesigned such that:

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Object Entry and Improved Layout (Lyrics, Chords, Bookmarks)	• Objects such as lyrics and chords can be edited with great accuracy right in the score so changes are displayed dynamically as you type. • New commands and shortcuts allow you to navigate from lyric to lyric or insert a new item with just a keystroke. • Inline text editing accepts clipboard commands like copy and paste. • Edited text can be selected with mouse drags, double-clicks and other standard 'word-processor-like' keyboard navigation commands. • All text items on the score are now better justified for easier reading and better horizontal alignment (making measure widths more efficient so that more notation can fit onto each page).
Improved Performance	MidiIllustrator Maestro and MidiIllustrator Virtuoso operate more efficiently than earlier versions, with better memory management and faster operation times especially on large editing operations.
Better MIDI Device Management for Musicians with Removable MIDI Devices and/or frequent MIDI System Changes	MidiIllustrator has a new system for remembering and restoring your MIDI IN and OUT device preferences. This means that you can swap MIDI devices (such as USB MIDI ports/adapters) in and out of your system between MidiIllustrator sessions and MidiIllustrator will still be able to play saved songs with the device they were originally configured to use, even if the Windows MIDI device configuration has changed or been reordered. MidiIllustrator will only reset to the default Windows devices when the system changes if the MidiIllustrator preferred defaults are no longer unavailable. Furthermore, a new option for setting staff/track MIDI Playback (MIDI OUT) devices allows you to keep your saved song playback devices in sync with your program devices. Simply set each staff to use the "default playback device" and whenever you change default playback device, your songs will use the latest default playback device automatically.
New Score Views	New Scroll View viewing mode is designed especially for easier editing of scores allowing you scroll horizontally through the score one measure at a time.
New Playback Cursor Options	New cursor display option allow you to hide the cursor altogether during playback, but still have pages turned automatically.
Audition Current Measure	Plays just the current measure and then returns the cursor to the pre-playback position. Very useful if you are making "trial and error" changes to the notation.
Play Imported MIDI Notes as Originally Performed	Optionally play imported MIDI songs as they were originally performed, rather than adhering to the notated times displayed on the score (where the notation may have been 'tidied' for easier reading). This has always been the default behavior in earlier versions of MidiIllustrator.
Advanced Note Selection...	The new Advanced Note Selection Dialog allows you to make note selections in the score using many different criteria (for example selecting only the upper or lower notes in a range of chords).
Improved Navigation	A host of new navigation and selection commands allow you to move easily around the score and work with the notation. New object deletion commands have been added.
New Keyboard Shortcuts	Extensive Keyboard Shortcuts support all the key commands, including: • New cursor commands allow skipping backwards/forwards during playback. • Staff Manager staff selection
Playback Latency Configuratio	If you find that when playing scores there is a small delay between when you ***hear*** notes and when you ***see*** them highlighted on the score, or if the cursor appears to move just before the beat, then you

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n - Synchronizing Sounds and Screen Updates	can use this feature to correct for any MIDI Out device "latency" and synchronize the sound and screen events.
MIDI In Latency Configuration	Customize MidiIllustrator to work with any MIDI device latency you experience with your MIDI system setup.

Editing Options	A new group of options allows you to configure your editing environment, including:
	• **Chords:**
	  ○ Auto-Correct manually entered chord names
	  ○ Auto-Add frets to manually entered chords
	• **Selection:**
	  ○ Include dots when incrementing duration of selection
	• **Sounds:**
	  ○ Audition chord when note clicked with mouse
	  ○ Audition cursor insertion pitch
	  ○ Audition note insertions and clipboard paste
	  ○ Audition changes to existing notation
	• **Notation:**
	  ○ Auto-tie off-beat notes which cross beats

Auto-Correct Manually Entered Chord Names	MidiIllustrator can automatically make corrections to common spelling and format errors in chord names.
Auto-Add Frets to Manually Entered Chords	When manually editing chord names, the corresponding fret for the modified chord name will be automatically added/updated when chord name editing completes.
Barline Dialog and Repeat Display	The barline dialog has replaced the barline toolbar commands. Repeat count on repeat sections can now be shown or hidden.
Improved User Interface	New **Time Signature**, **Clef**, **Key**, and **Transpose Dialogs** for faster, easier changes. **Previewing changes** is now easier with the "Undo Changes" dialog button which immediately removes any changes to the score made using the "Apply" button, without having to close the dialog and hit "Undo". Furthermore, many dialogs now **remember how they were 'last used'** so that common tasks are easier to perform as dialog options are automatically configured when the dialog is opened. Time Signature Dialog new features: • A comprehensive set of options to add and modify existing meter values. • MidiIllustrator can intelligently reorganize music in the score as necessary to allow time signature insertions which would otherwise upset the existing rhythmic structure of the music. Transpose Dialog new features: • Easier to use with numbered steps, now with quick "Octave Up/ Down" buttons.

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	• Existing Chords/Guitar Frets automatically recalculated (based on the newly transposed notation) when the transposition is complete. Clef and Key Dialogs: • New key and clef selection controls for faster score changes.
Import Options	New options to control how MidiIllustrator manages MIDI tracks (staves) during import or editing.
Playback Options	Playback Options are now program specific and no longer score specific.
New Horizontal Scroll Bar	New Horizontal scrollbar allows horizontal scrolling in Page View (as well as page number changing in Window View).
Menus and Toolbars	Menus and Toolbars have been reorganized to allow easier orientation of the program. All the commands from previous versions of MidiIllustrator are still available but some have relocated to new menus/toolbars/screen positions (for example, the 'Setup' menu is now the 'Tools' menu!).
MidiIllustrator Maestro Version 1.00 ONLY	
New Feature	**Description**
Composing and Editing with Edit Mode	Beyond the 'single-step' smart notation power of MidiIllustrator Virtuoso, MidiIllustrator Maestro introduces a suite of composition commands: • Capture your musical ideas quickly with context sensitive notation entry. Add or insert new notation. • Compose naturally with intuitive keyboard commands (**Normal Entry**) and make precision changes with mouse editing functions (**Mouse Entry**). • Record live performances directly into your scores. • Create a brand new score from the ground up, or modify scores converted originally from MIDI files using powerful copy/paste functions and drag/drop operations.
Power Edit Mode	Power Edit Mode allows you to quickly edit large areas of the notation, applying changes to whole measures or beats, and moving or copying multi-staff selections of notation from one part of the score to another with drag/drop operations (or to another score altogether using Copy/ Cut/Paste Clipboard Functions).
Score Templates and the quick start Default Score Template	Score templates contain all the foundations necessary for creating a new score in one step. You can easily create a template with your favorite properties in order to save time in the future when creating new compositions. The MidiIllustrator installation package contains some basic templates to get composers up and running.
Record Your Performance	The record tool allows you to capture a real time performance from a connected MIDI device. The performance is instantly converted to notation using your Recording Options rules and is added directly to your score.
Note Entry via the On-Screen Piano Keyboard	This tool allows you to enter single notes or whole chords directly into your score using the On Screen Piano Keyboard.

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Chord Entry via a Connected MIDI Device	Enter single notes or whole chords directly into your score using a connected MIDI device.
Tap In Rhythms with the PC Keyboard	This tool allows you to enter single note rhythms into your scores using the computer keyboard. You can quickly and easily capture the rhythm of a tune without having to worry about playing the right notes or assigning complex note durations individually.
Copy/Cut/ Paste Clipboard Functions	Use the MidiIllustrator clipboard to cut, copy and paste notation from one part of the score to another, or even to another score.
Copy Complete Staves	Make identical copies of the selected staff (including staff name, instrument, MIDI properties etc).
New Entry Item Toolbar	The Entry Item toolbar forms part of the Editing Palettes and is for setting note and rest entry qualities.
Recording Options	Recording options determine how MidiIllustrator transcribes live MIDI performances recorded into the program. You can also determine metronome settings for the recording session.
Accidentals, Enharmonic Spelling and Individual Courtesy Accidentals	Note accidentals as well as enharmonic spellings can be set for each note, and individual courtesy accidentals can be chosen (as well as the global 'Show Courtesy Accidentals' option of earlier versions of MidiIllustrator). Courtesy accidentals are now bracketed for clarity.
Tuplet Note Entry	MidiIllustrator has always identified tuplets accurately when generating scores from MIDI files. MidiIllustrator Maestro also supports the entry of several tuplet types.
Voice Guide Rests	In general, MidiIllustrator automatically fills all the silence in a measure with rests. Virtual voice 'guide' rests are shown to facilitate multi-voice note entry.
MidiIllustrator Version 2.01	
	• Improved third party PDF (portable document format) support. Improved List Bar Playlist functions for handling scores not saved in a 'playlist ready' state. • Fixed: Font redraw quality. Details: Some notation was not redrawn correctly when Advance Page Turn was deactivated, causing periodic 'blurring' of notation until screen redrawn. • Fixed: Bookmark reference updates on Practice Sessions. Details: Practice sessions containing bookmark ranges were not properly reset when measures containing bookmarks were removed. • Fixed: Pitch wheel event order incorrect. Details: Some events processed in wrong order resulting in incorrect application of subsequent note pitches. • Fixed: Hidden tracks being selected causing "Step by Step" mode problems. Details: Tracks could still be selected when hidden causing cursor to vanish temporarily. • Fixed: Measure contents deletion error. Details: Notes crossing deleted measure range were not completely deleted with measure range removal • Fixed: MIDI Notes Off command not sent at correct time. Details: 'All Notes Off' MIDI command sent too soon after MIDI stream completed, causing notes to continue sounding after playback ended on some external MIDI devices.\

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	• Minor bug fixes to score layout • Updated MidiIllustrator Setup Installer. • Updated product documentation.
MidiIllustrator Version 2.00	
New Feature	**Description**
List Bar	The List Bar contains four powerful tools for managing and working with your music, including: • **Playlists** – full featured song jukebox! Create a list of songs and MidiIllustrator will open, show and play each in turn. • **Browser** – Access your music quickly with this on-screen song folder viewer. • **Score Log** – Keep staff of your score viewings and practice sessions.
Smart Page Scrolling	MidiIllustrator can turn the pages of the score using special graphical effects to *scroll*, *split* and *fade* the screen as the music is played out, showing both the current passage *and* the next passage (from the next page) at the same time. You need never take your eyes off the score when reading ahead; better than sheet music!
Full Screen	See more of the score in Full Screen Mode! Maximize the use of your screen and fill it with the score - and nothing else.
"Listening" Step by Step Input Analysis	The new "**Jump to User Input**" option enables MidiIllustrator to closely monitor your input from a connected MIDI Instrument. When you move around from one passage to another whilst playing a piece, MidiIllustrator will automatically move the Step by Step cursor to the new input position. Furthermore, you can play through mistakes, and MidiIllustrator will still know the exact position you are reading and playing from, and will automatically show that part of the score, turning the pages as necessary.
6 New Clefs	MidiIllustrator now supports the following clefs: • Treble Clef • Bass Clef • Alto Clef • Tenor Clef • Octave Adjusted Treble Clef (Higher) • Octave Adjusted Treble Clef (Lower) • Octave Adjusted Bass Clef (Lower) • Neutral Clef
Edit the Time Signature	Intelligent time signature editing allows you to make changes to the underlying time signature of the score without accidentally distorting the score layout.
Editable Barlines including Repeat sections	Decorate your score with many different barline styles, including nested repeat sections which can be applied by MidiIllustrator during playback.
Print Scores to Image Files	Print your scores to bitmaps and share them with others, or open them in other applications.
Split Measures	Allows you to split the current measure in two (or, insert a barline).
Join Measures	Allows you to instantly join the current measure to the next measure.
New Toolbars:	Context sensitive toolbars: only those editing toolbars which are useful at a particular time are shown, leaving room for more of the score to be

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Editing Palettes	shown on the screen.
MIDI Instrument Routing	Create powerful rules stating which MIDI playback device and channel you would like to use for the different instruments in your songs. Routings are applied automatically when you open a song, saving you time.
MIDI Shortcut Keys	Access many of MidiIllustrator's functions quickly and easily using your connected MIDI instrument (such as a MIDI keyboard) as a 'remote control'.
Print Options	New printing options: • Print odd or even pages • Print just the current page • Collate copies enabled
Adjustable Step by Step Playback Position	As of version 2.0, you can now set a different playback starting position when you want MidiIllustrator to accompany you during Step by Step Mode.
Improvements to Tasks: Convert Score to 'Two Hand Piano'	This popular task has been improved to automatically handle drum staves and non-piano instrument staves. The new **Tasks Options** tab in Program options allows you to configure task behavior for better task results.
New Interface Optimized for Windows XP	New toolbar buttons and improved interface layout in version 2! The latest version of MidiIllustrator also supports Windows XP Themes (for those running MidiIllustrator on Windows XP), integrating MidiIllustrator fully with the look and feel of the XP environment.
Individual Note Names	MidiIllustrator version 2.0 introduces a new way to show the name of each note on the score. You can now choose to have the note name placed **inside** the note instead of to the left. Under different circumstances (such as printing vs. window view), one layout may be easier to read than the other.
Show Individual Note Accidentals	You can choose to have the signature repeated for each and every note on the score, making it much easier to remember to sharpen or flatten a particular note when performing a piece.
Full Support for Foreign Language Characters	MidiIllustrator can now display lyrics and other text in all languages, including special characters and accents.
Backwards Compatibility	MidiIllustrator version 2.0 is completely compatible with earlier versions of MidiIllustrator and can seamlessly open, edit and save scores generated in MidiIllustrator version 1.xx.
Show all staves Command	Shows all staves instantly (even empty ones).
Hide Empty Staves	Hides all empty staves instantly.
MidiIllustrator Version 1.02	
	• Improved MIDI playback performance and application startup time. • Fixed "Step by Step Note Sounds" problem Details: Application could occasionally hang when cursor movement triggered playback of groups of "Step" notes in Step by Step mode.

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	• Fixed missing updates when Status Bar hidden. Details: When Status Bar hidden, updates were not made to context Menus (Insert, Notes etc) reflecting any current item selection. Also Status Bar and Menus not always redrawing properly when Status Bar toggled on/off. • Updated product documentation. • Updated MidiIllustrator Setup Installer.
MidiIllustrator Version 1.01	
	• Fixed conflict between Metronome and drum tracks. Details: Muting channel 10 tracks also muting Metronome when both are using MIDI channel 10 for playback. • Fixed problem with Explorer file associations (registered version only). Details: Double-clicked MIDI files not always opening unless MidiIllustrator already running. • Fixed MIDI playback error incurred on some PCs during practice session playback loops. Details: Application could occasionally hang between finishing one playback loop and beginning another. • Fixed empty MIDI track overload during import. Details: Some MIDI files containing many empty tracks causing overload during rest creation phase of import. Excessive empty tracks now dropped during import. • Fixed some Windows ME/98 compatibility issues. • Fixed other minor bugs, including some tie note editing errors and track tools functionality. • Updated product documentation. • Updated MidiIllustrator Setup Installer.
MidiIllustrator Version 1.00	
First public release.	

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

12.3 Compare the Different Versions of MidiIllustrator

The table below shows at a glance which of the key areas of functionality are available in each product.

Throughout this documentation, features found *only* in MidiIllustrator Maestro are highlighted with the MidiIllustrator Maestro icon:

For a comprehensive list of MidiIllustrator product features, see What can you do with MidiIllustrator?. For a timeline of all MidiIllustrator product releases and updates including details about the original MidiIllustrator product, see the Version History.

MidiIllustrator Player is a free product, and includes a small part of the functionality offered by other products in the MidiIllustrator range. With MidiIllustrator Player, you can **open**, **print** and **playback** scores created with other MidiIllustrator products (.mil files). Read more about Player.

Feature	Description	MidiIllustrator Maestro	MidiIllustrator Virtuoso

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	Performing: Notate, Print, Practice and Play		
Generate Attractive, Accurate and Flexible Scores from MIDI files	The same advanced 'MIDI to score' conversion engine is used in all MidiIllustrator applications to create beautiful sheet music instantly.	***Yes***	***Yes***
Hear the Music, See the Music!	MidiIllustrator brings your scores to life! See the notes light up on the staff as they are played back; the pages turn automatically.	***Yes***	***Yes***
Transform Your Scores Automatically with 1-Step Tasks	Single command score conversion tools such as 'Convert to Two Hand Piano' and 'Convert to Fake Book'. Generate Chord Names and Guitar Frets automatically. Format many Scores at once using the Task Wizard.	***Yes***	***Yes***
Custom Transcription Options	Custom presentation modes allowing you, for example, to present difficult notation in simplified form.	***Yes***	***Yes***
Reformat the Notation	Easily change the way the music is represented. Change keys, time signatures, transpose notes etc. Remove notation selections or complete measure ranges.	***Yes***	***Yes***
Performance and Learning Tools	Practice particular passages with special practice tools. Learn music 'Step by Step' without reading any notation, with the on-screen piano. Practice new rhythms with the metronome.	***Yes***	***Yes***
Modify Score Layout	Customise the dimensions and positions of score objects, such as measures, staves	***Yes***	***Yes***

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	and lyrics.		
Connect and Interact	Connect a MIDI instrument and interact with the music. MidiIllustrator knows where you are in the score and turns the pages automatically.	***Yes***	***Yes***
	Composing: Create and Edit Scores		
Composing and Editing	Create brand new scores, or edit existing scores with powerful editing tools. Enter notation quickly with the keyboard, and make precision changes with mouse editing functions.	***Yes***	***No***
Capture Your Music	Tools to quickly and easily capture your musical ideas and performances: Note entry via the on-screen piano, record a real-time performance, or enter chords using a connected MIDI instrument.	***Yes***	***No***
Context Sensitive Editing	MidiIllustrator Maestro examines the score as you work, and automatically assigns note and rest entry 'qualities' appropriate to the context.	***Yes***	***No***
Editing tools	Quickly build scores with powerful copy/ paste functions and drag/drop operations.	***Yes***	***No***
Score Templates	Create a template with your favourite properties in order to save time in the future when creating new compositions.	***Yes***	***No***

MidiIllustrator Maestro and MidiIllustrator Virtuoso

Each MidiIllustrator product is two powerful programs wrapped into a single package. As well as generating beautiful scores from the many free MIDI files available online, all products feature music learning and performance tools as part of a broader music notation package.

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MidiIllustrator Maestro builds on the score editing functionality of MidiIllustrator Virtuoso.

Beyond the 'single-step' smart notation power of the MidiIllustrator Virtuoso, MidiIllustrator Maestro brings composition to the feature list, enabling a world of musical creativity at your fingertips.

- Capture your musical ideas quickly with context sensitive notation entry.
- Compose naturally with intuitive keyboard commands and make precision changes with mouse editing functions.
- Record live performances directly into your scores.
- Create a brand new score from the ground up, or modify scores converted originally from MIDI files using powerful copy/paste functions and drag/drop operations.

With MidiIllustrator Maestro you simply switch seamlessly between editing and performance modes depending on what you want to do with the program.

One Format for All MidiIllustrator Products

The MidiIllustrator product range uses a common file format, meaning that scores created in *one* MidiIllustrator product can be opened and worked with in **all** MidiIllustrator products.

View the Help Contents Page. Visit the MidiIllustrator Website at http://www.MidiIllustrator.com.

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