Title:	Czech alphabet support for Score	
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Introduction
Contrary to popular belief you do not need to buy a Czech font if you want to use those additional characters in this alphabet. While Score is not capable of displaying the proper graphics for typical Czech letters on the screen, there is no limitation in generation of EPS files and printing to a Postscript printer.
This description explains the requirements to use a Czech alphabet in Score or ScoreEngine and elaborates on the features of SipSib to convert files with Czech fonts from Sibelius generated EPS to Score format.

The Czech alphabet
Most of the characters in the alphabet are already available by default but the following ones need special care. One needs to use replacement characters from the existing character set to define those that we need. The choice is rather free but since the project for which this was developed uses German as well as Czech text, the existing German characters were not used. The selection made is as follows:

Czech graphic	Standard name	Score replacement
č	ccaron	##c – c cedilla
Č	Ccaron	##C – C cedilla
ď	dcaron	!d – dagger
Ď	Dcaron	!D – double dagger
ě	ecaron	^^e – e circumflex
Ě	Ecaron	^^E – E circumflex
ň	ncaron	~n – n tilde
Ň	Ncaron	~N – N tilde
ř	rcaron	^^o – o circumflex
Ř	Rcaron	^^O – O circumflex
ť	tcaron	~o – o til
Ť	Tcaron	~O – O til
ů	uring	!a – a circle
Ů	Uring	!A – A circle
ý	yacute	%%y – ÿ
Ý	Yacute	%%Y – Ÿ

Normal accented characters in the Czech language which are part of the standard Score font are á, é, í, ó, ú, š, and ž with their upper case partners.
This selection means that languages using any of the replacement characters cannot be combined in a single file with Czech. If such a requirement presents itself, the table has to be redefined.
The values in the right column are the ones visualized on the score screen. It is only at the moment the file is sent to an EPS file or to the printer that replacement takes place.

Font initialization
Whenever Score finds accented character, it inserts the file FONTINIT.PSC in the EPS code and the effect of this is that the internal Score character values are translated to the symbolic character names that a Postscript printer understands. The standard FONTINIT.PSC file that comes with score does not define the characters in the table. A special file by that name was developed to define the Czech characters. In DOS Score it is the user's responsibility to rename the file as it only knows the name FONTINIT.PSC.
In ScoreEngine, any name can be used and the preferred name for the Czech file is FontInitCzech.psc. This is also the name of the downloadable file. When the user runs DOS Score, it must be renamed to FONTINIT.PSC and it is suggested to make a backup of the original file. When using only English and German, the Czech font initialization file can be used without restriction (if you do not need a dagger symbol, that is).
The February update fixes the file for characters required in Italian musical terms like 'più'.

Printer initialization
As there is no need for a special font, it is not necessary to load any PFB file to the printer.

Sibelius conversion
When Sibelius EPS files are converted to Score format and they contain Czech characters, the converter SipSib will automatically recognize their presence and make the equivalents as in the table. When Czech characters are encountered in a conversion, SipSib gives a comment as to apply the proper font initialization file.
The minimum level of SipSib required is Build 150.
Prior to conversion, a number of things should be carefully observed:

1. Make sure that text in a group of files is consistently assigned fonts and sizes. There is no limit to the number of combinations. SipSib is strong in text conversion but controlling this with the font usage table requires careful preparation.
2. Apply consistent text classification. SipSib proposes text to be considered in categories (bar numbers, lyrics and normal text) and the quality of a conversion largely depends on the proper selection.
3. On the Score>tab16, set the 'recognize lyrics' switch when the input has lyrics. This assures that lyrics are linked to the staff above while they may physically be closer to the staff below.

When input files to SipSib have texts with consistent fonts and sizes, and the proper text classification is applied, manual intervention on the resulting Score files can be kept to a minimum.
To verify whether the font usage table is set up correctly, use the 'Font usage' button. This analyzes the Sibelius EPS input files and summarizes which resulting Score fonts match. If there are any undefined matches, the font usage table must be adapted prior to conversion.