

Title: ScoreEngine Release Note #9
Date: December 31, 2011
Conformity: 4.0.0.9

Introduction

Release notes are issued to document program changes which affect the use of the program and the User Guide. Once changes have been incorporated in a new version of the User Guide, release notes will be void.

Updates for 4.0.0.9

There are four new commands, XARP, XLIN, XAD, XT

The **XARP** command can make arpeggio's. Select the lowest note, then type XARP. It will automatically extend to the highest note in the chord.

To make an arpeggio over more than one staff, select the arpeggio and type XARP. This will extend the arpeggio to the highest note in the staff above.

You can make an arpeggio extend over more than two staves, ie. XARP3, XARP4, etc.

XARP and XARP2 on the Code4 arpeggio item are identical.

There is an alternative way to make arpeggio's with the XLIN command.

The **XLIN** command to draw vertical lines also works across staves. It makes a vertical line (solid, dashed), arpeggio, or barré between two notes or chords. There are two forms, one in Input mode:

```
XLIN <item1> <item2> [<type>]
```

And one in Edit mode which is much easier to use:

```
XLIN [<type>]
```

<item1> and <item2> are item numbers of which the first is the lower one and second the upper one.

Only notes, rests and beams can be selected in Edit mode and it works across any number of staves.

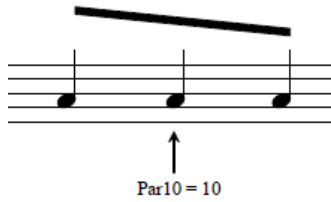
Type can be either A (arpeggio), B (barré), D (dashed), or omitted (solid line). Par3 of the upper item need not be horizontally close to the lower one.

In Edit mode, the lower note must be selected. The upper note is the highest note on the staff immediately above the staff of the selected note. Par3 of the upper item must coincide with Par3 of the lower note. For the barré, the vertical size is slightly increased as to cover the note range.

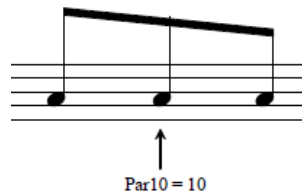
The created vertical line item remains in Edit mode as to easily offset it. Default offset for barré is -3. The barré consists of two Code4 items.

The **XAD** command was made to overcome the inaccuracies of AD. It has a lot more features but first let me explain the accuracy issue. The earlier version of XAD was feature extended.

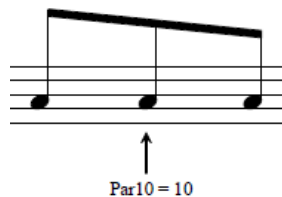
Suppose you have this situation:



The AD command does not compensate for offsets and will result in this:



The stem of the middle note sticks out because AD does not take care of the offset. The XAD command however will the offset of the notes in Par10 take to account and of the beam offsets in Par14 and Par15. On the same input XAD will result in this:



On top of that, the XAD handles a few more situations not possible with the standard Score command set.

When a note is selected, it will do a stem adjust only for that note. When there are two beams on the same side for different voices, XAD will adjust to the closest beam while XAD1 will adjust to the farthest beam.

When a beam is selected, only the notes in that beam group will be stem adjusted.

When a staff is selected, only the beam groups on that staff are stem adjusted.

Beams shared between staves will properly adjust their notes on either side:

Before XAD:

Musical score for 'Before XAD'. The score is in G major (one sharp) and 3/4 time. It features a voice part and a piano accompaniment. The tempo/mood is marked 'Zart'. The lyrics are: 'Wie Me - lo - di - en ____ zieht es mir lei - se durch den'. The piano part is marked 'p' and 'sempre dolce'. The score shows the first four measures of the piece.

After XAD:

Musical score for 'After XAD'. This score is identical to the one above, showing the voice and piano parts with the same tempo/mood 'Zart', lyrics 'Wie Me - lo - di - en ____ zieht es mir lei - se durch den', and piano markings 'p' and 'sempre dolce'. It also shows the first four measures of the piece.

The **XT** command was introduced to rapidly enter text with font_00 prefix.

When no item is selected (Input mode), it will default staff 1. When a staff item is selected, it will attach the text to that staff.

This version of ScoreEngine also contains some stability fixes.

The barré command XB was changed to generate 2 items rather than 3.

One more thing: when in Score3 emulation you do F3, then F5 for a group update, Score reduces the display screen size. To restore the full screen size, type the command XFUL.

Happy Scoring, Jan