

Nota Musica

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Program License Agreement for Nota Musica

BEFORE USING NOTA MUSICA, PLEASE READ AND AGREE TO THE FOLLOWING TERMS AND CONDITIONS. USING THE PROGRAM INDICATES YOUR ACCEPTANCE OF THESE TERMS AND CONDITIONS.

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Note on the enclosed T_EX package

The type setting system T_EX was developed in 1977 by Donald E. Knuth. Leslie Lamport programmed and copyrighted the extension L^AT_EX. Eberhard Mattes ported the T_EX software for use with DOS and OS/2 and programmed some printer drivers, which he copyrighted. Eberhard Mattes' T_EX distribution is called emT_EX.

Daniel Taupin programmed MusicT_EX and later on MusiX_T_EX, T_EX extensions which add functionality for printing music to T_EX and L^AT_EX.

Nota Musica is shipped with those parts of emT_EX distribution and MusiX_T_EX which are necessary for Nota Musica. If you are interested in the whole emT_EX package, we will send it to you. You will need to contact us beforehand and send us a sufficient number of formatted blank floppy disks.

Note on the UnZip program

Nota Musica is packaged on the installation disks using Info-ZIP's compression utility. The installation program uses UnZip to read zip files from the installation disks. Info-ZIP's software (Zip, UnZip and related utilities) is free and can be obtained as source code or executables from various bulletin board services and anonymous-ftp sites, including CompuServe's IBMPRO forum and <ftp.uu.net:/pub/archiving/zip/>.

Chapter 1

Nota Musica

Welcome to Nota Musica. By purchasing this program, you show an interest in working with music, playing music or having music played.

We do not know how much you already know about notes, keys, scores etc., therefore we would like to take you every step of the way, so that your work with Nota Musica will be successful and enjoyable. Should you be an old hand at this, then just skip over everything with which you already are familiar.

What can you do with Nota Musica?

1. Enter music pieces

Look at our sheet of music!

Der Freischütz

Carl Maria von Weber

Adagio

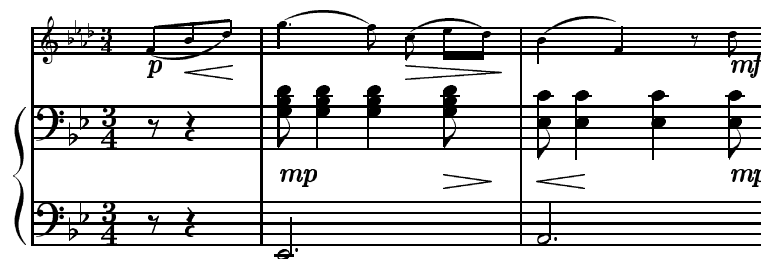


Figure 1.1: Nota Musica Sample Printout

This piece is from Carl Maria von Weber's "Freischütz". What you see is not a copy of the original, rather, Nota Musica constructed and printed it. The excerpt contains much information for the musician. You yourself must know *what* you want to compose. Nota Musica for the most part takes over the *how*.

Now to a few details. A piece of music is divided into several movements and voices. With Nota Musica, you can work on pieces of up to 255 movements and 255 voices.

You can work individually on every single voice - place clefs, measures, and tempo changes independently for each voice. You can also indicate an interval deviation for some of the voices (i.e. for a \flat -Instrument).

Now take a look at our excerpt. You can see 3 voices: the top, printed a little smaller, for clarinet with two flats; and the two lower ones connected by a brace, for piano with four flats.

In addition there are different clefs, that is the treble clef on top, and on the lower two lines, as in our example, the bass clef. Also, you can see the beat, here 3/4-time, bar, notes, dynamics *p*, *mp*, ...

and last, but not least the lines.

For what you previously needed highly qualified employees, i.e. music engravers, Nota Musica largely takes over for you.

2. Entering notes:

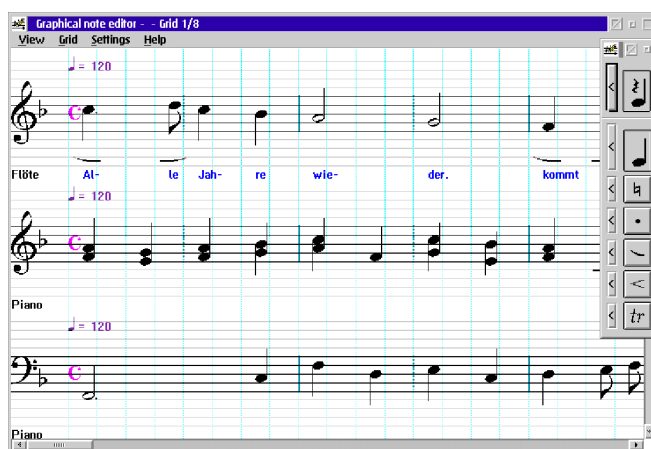


Figure 1.2: The Graphical Note Editor

You can enter your notes by using your mouse and your keyboard. An open window shows you the necessary tools. You can enter chords, dynamics, notes with slurs, ornaments and repeats without difficulty. While you work, the clipboard functions are at your disposal, with which the notes can be exchanged between programs. For example, a recurring motive from a different part of the movement can be copied. This simplifies and shortens your work.

3. Arrangement of the notes

If for some reason (i.e. a different arrangement of the orchestra, of the chorus) you must change the key of a voice, then you can transpose this voice by an interval or an octave. Further possibilities are the importing or exporting of notes from a MIDI-file. Nota Musica can also set bar lines automatically, fill in rests, and place lyrics under your notes.

4. Playing the notes

While composing, you can check acoustically whether you placed the notes correctly. Nota Musica generates MIDI-files from your tunes and uses OS/2's Multi Media Presentation Manager or a MIDI-player of your choice to play your notes on a soundcard or MIDI-keyboard. For every movement and every voice, dynamics and MIDI control changes can be specified.

5. Printing the music

Should everything be correct, then the only thing you need to do is print your piece. As already mentioned, Nota Musica places all the notes automatically, which is why you need not worry

about the printout. Choose whether you want a score or single voices printed and how large. As seen from our example above, you can enlarge or reduce the size of the individual voices.

The notes can be viewed on the monitor, printed, or exported to a graphics file. (i.e. PCX, BMP).

The printing of the notes is done by the programs MusiX_{TEX} and T_{EX}. These programs are available free of cost. A version of MusiX_{TEX} and T_{EX} comes with Nota Musica with which you can immediately start your work.

And now we shall go to the practical side.

Chapter 2

Before You Begin

This manual serves as introduction to working with Nota Musica and can later be used as a reference book.

The following chapters describe the installation and operation of Nota Musica. The order of the chapters is set up according to the sequence of the menu items in Nota Musica.

In this manual, these two faces appear often:



I give special tips and comments on how to use Nota Musica correctly.



I make you aware of some difficulties, which are to be taken into account while working.

If you get stuck while working with Nota Musica and if you cannot find a solution to your problems in this manual, please give us a call or write to us. We will be more than happy to help you.

Also, if you have any comments, complaints, concerns, or suggestions on improving this program, please contact us. With that, you help us make the next version more corresponding to your wishes.

Chapter 3

Installing Nota Musica

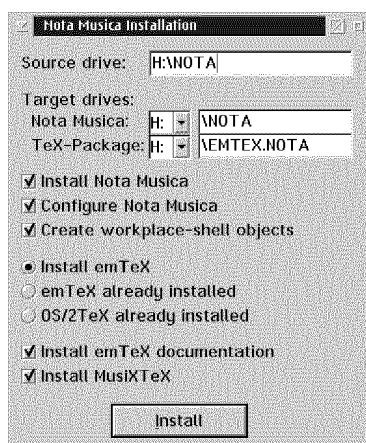


Figure 3.1: The Installation Program

To install Nota Musica, execute the installation *install.exe* program which can be found on the *the Nota Musica disk*. The installation program will suggest directories on your hard drive in which Nota Musica and TeX should be installed. If you prefer to install Nota Musica in a different location, you can change the suggested directory names.

In case you already installed TeX/LaTeX and MusiXTeX, you only need to type the correct directory at the prompt and installing the TeX-packet will not be necessary.

Lastly, you should select which TeX-packages you would like installed, and for which package Nota Musica should be configured.

The installation program will guide you through the installation process. It will create a new program group for Nota Musica on your desktop.



If you are working with an OS/2 version older than OS/2 Warp V3 do not forget to include the directory given by the installation program in the library path of your `config.sys` file. Otherwise, Nota Musica will not work correctly.

When you start Nota Musica for the first time after you are finished installing it, the *Settings* notebook will open. Here you can make changes to Nota Musica's configuration. In particular, you should study the *Layout/TeX* notebook pages. Look at the pages *View*, *Printer 1*, *Printer 2* and *Graphik* to specify your printer model and resolution.

3.1 The Installation - Step by Step

1. Place the Nota Musica disk in drive A: and open an OS/2 window. Start the installation program by typing:

```
A:\ NOTAINST      < Enter >
```

After a short loading time, the installation program's main window will appear. It allows you to change the suggested directories for Nota Musica (`C:\NOTA`) and the TeX-package (`C:\EMTEX`).



If you installed (a previous version of) Nota Musica before and now reinstall Nota Musica in the same directory, your old music pieces will not be deleted — they will be kept for future use.

2. Choose which packages you would like to be installed and for which TeX distribution you would like Nota Musica to be configured. If you have already installed emTeX or OS/2TeX and MusiXTeX, you do not need to reinstall these programs. Just specify the directory in which TeX is installed and tell the installation program that TeX is already installed.

The MusiXTeX package needs to be installed if you want to preview or print your pieces. The emTeX documentation might be interesting for you if you want to learn more about TeX.

3. Push the *Install* button.
4. If you use a version of OS/2 prior to OS/2 Warp V3, you will be asked to modify the LIBPATH statement in your `config.sys` file.

To do this, open an OS/2 Window and use the OS/2 system editor to edit your `config.sys` file.

```
C:\ E config.sys      < Enter >
```

Use the search menu entry to locate the LIBPATH statement and add the following directory at the end of the line.

```
LIBPATH=...;c:\emtex\dll
```

5. Insert the remaining disks into your disk drive when the installation program prompts you to do so.
6. If you changed your `config.sys` file (OS/2 2.x only), reboot your computer when the installation has been completed for the changes in the system configuration to take place.
7. To start Nota Musica open the Nota Musica program icon or open an OS/2 command prompt, change to the Nota Musica directory and start the program by typing `nota`.

The first time you start Nota Musica the settings notebook will be opened automatically. Using the pages of this notebook you can make changes to Nota Musica's configuration.

8. Please pay special attention to the page *Layout/TeX* and make sure that the font resolutions on the pages *View* (chapter 3.3.4), *Printer 1*, *Printer 2* (chapter 3.3.5), and *Graphics* (chapter 3.3.6) are correct and check whether the correct printer model and port have been selected for your printer.

3.2 Directories

On the *Directory*-page of the settings notebook you can specify which directories Nota Musica should use. The titles of the entry fields show which files are expected to be in these directories. The last

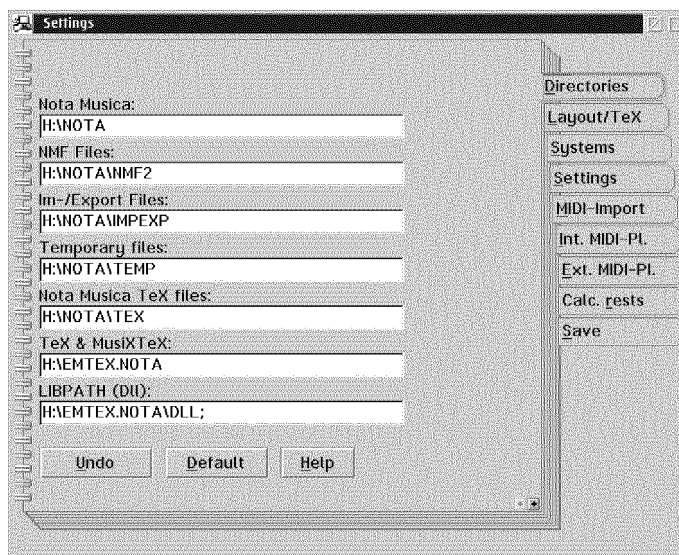


Figure 3.2: The Directories Page of the Settings Notebook

entry field, titled “em LIBPATH, contains the directory where the dynamic link libraries (DLLs) for LaTeX/TeX can be found.



If you use a version of OS/2 older than OS/2 Warp V3 (i.e. OS/2 2.x) you have to change the LIBPATH statement in your `config.sys` file and reboot your computer. Changing the `LIBPATH` entry field on this notebook page will have no effect.

If you click on the *Undo* button all changes you made to this notebook page will be discarded. In case you select the *Defaults* button, all controls of this page will be reset to default values. Click on the *Help* button to get help on this notebook page.

3.3 Settings for MusiXTeX

Please pay special attention to the *Layout/TeX* pages. They are important for the correct communication between Nota Musica and the programs of the MusiXTeX/TeX package. Several tabs lead you to pages where you can enter the LaTeX/TeX settings.



You can find more information on the possible settings and parameters for these programs in their documentation which is contained in the TeX base package.

If you click on the *Undo* button on any of the following pages all changes you made to that notebook page will be discarded. In case you select the *Defaults* button, all controls of the page will be reset to default values. Click on the *Help* button to get help on the notebook page.

3.3.1 The TeX-Environment

On this page you can specify environment variables for the LaTeX/TeX programs. In case you have your own version of TeX installed select the *user defined* button and you can change the name and the contents of the environment file.



Please do not select the *user defined* button if you use the TeX-package that is shipped with Nota Musica. The defaults used by Nota Musica will work best with it.

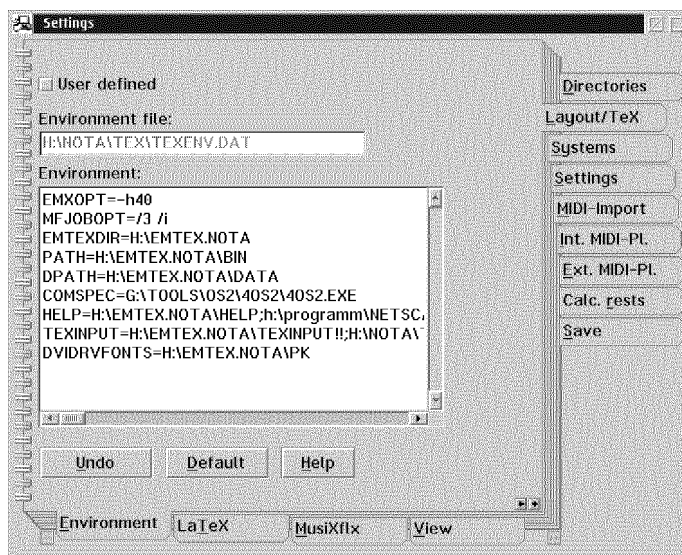


Figure 3.3: The Environment Page of the Settings Notebook

3.3.2 LaTeX

On this page you can select the program that performs the first and third pass in the typesetting process. If you use emTeX , select *emTeX - LaTeX 2 ϵ* . If you use OS/2TeX , select *OS/2TeX - LaTeX 2 ϵ* . By selecting *User defined* you can specify a different TeX typesetting program.

3.3.3 MusiXflx

On this notebook page you can select the program to perform the second pass in the typesetting process. If you use emTeX , select *emTeX - LaTeX 2 ϵ* . If you use OS/2TeX , select *OS/2TeX - LaTeX 2 ϵ* . By selecting *User defined* you can specify a different program for the second pass.

3.3.4 View

On this page you can select the font resolution to be used for previewing your notes. In case you also want to use the preview program to print the notes, the font resolution selected needs to be identical with that of your printer. If you use OS/2TeX , just select *OS/2TeX View* - you do not need to select a font resolution. By selecting *User defined* you can choose your own program and parameters for previewing.

3.3.5 Printer 1 / Printer 2

On these two notebook pages you can configure two printers. Select your printer from the printer model list box. Choose the port to which it is connected from the output port list box. If you use OS/2TeX , choose the corresponding entry - the OS/2TeX viewer will be used for printing. If you check the *User defined* button you can select your own program and parameters for printing.

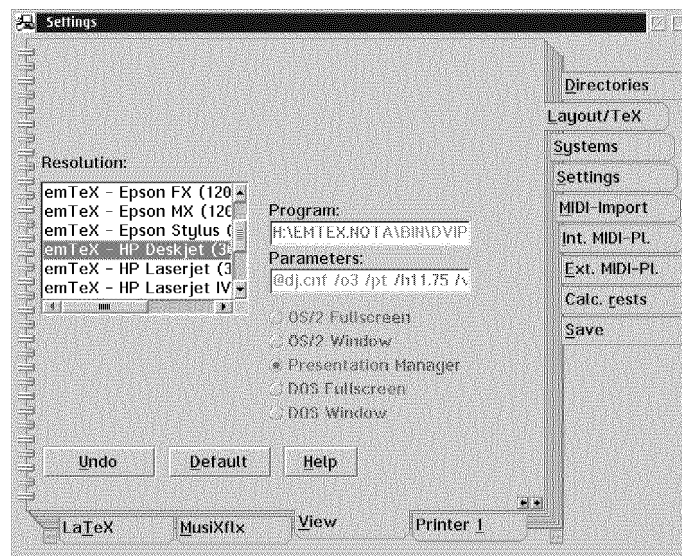


Figure 3.4: The View Page of the Settings Notebook

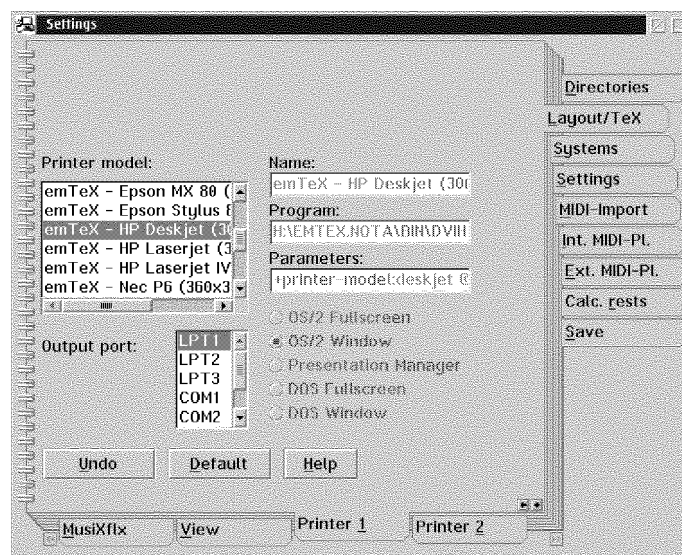


Figure 3.5: The Printer 1 / Printer 2 Page of the Settings Notebook

3.3.6 Graphics

On this page you can select the font resolution to be used for the graphics export. This feature is not supported if you use OS/2TeX. Like on the other pages you can choose *User defined* to select your own programs and parameters for the graphics export.

3.3.7 Editor

On this page you can specify the editor to be used for editing the MusiXTeX-Sources. By selecting *User defined* you can choose your own editor. The name of the file to be edited will be passed as a parameter to the editor program.

3.4 External MIDI-Player

On the *External MIDI-Player* page of the *Default Settings* notebook you can specify the path and name of a MIDI-player of your choice. You can also enter parameters for the MIDI-player (use the Parameter `-s` with Nota Musica Sequencer, so that Nota Musica Sequencer will save recorded MIDI files automatically). If your MIDI-player supports MIDI files of type 2, check the corresponding check box. You should also select the type of the application to start: Presentation Manager, OS/2 Window, or OS/2 Fullscreen.

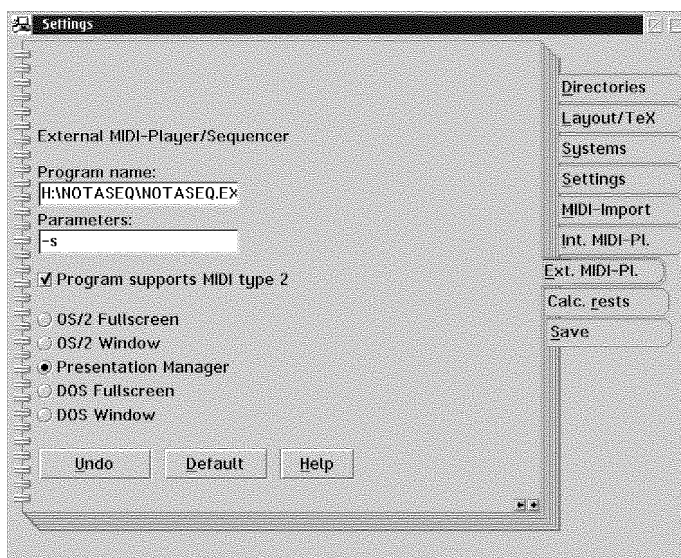


Figure 3.6: External MIDI-Player Notebook Page

3.5 INI-Files and Window Positions

Nota Musica uses its own INI-File, which is usually located in the Nota Musica directory (`c:\nota`). It keeps track of window positions and default settings.

If you want the INI-File to be stored in a different directory, select the menu item *Path to INI-File* and specify a different directory.

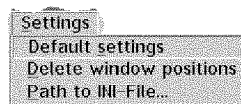


Figure 3.7: Menu — Settings

Sometimes it might be necessary to reset the window positions to their defaults. In this case select the menu item *Delete window positions*. Attributes of the windows other than their positions will not be affected.

3.6 System Requirements

To use Nota Musica you need an IBM compatible PC that runs OS/2 version 2.1 or later. Both under OS/2 2.1 and OS/2 Warp you need to install OS/2's Multi Media Presentation Manager for Nota Musica to run. Nota Musica needs 10MB of hard drive space.

If you have a sound card that is supported by OS/2 you may play your tunes on your sound card and on a keyboard attached to the MIDI-port of your sound card.

Chapter 4

The Nota Musica Program



Figure 4.1: Nota Musica's Main Window

To start the OS/2 Presentation Manager program Nota Musica either click on the Nota Musica program object or type `nota.exe` at an OS/2 command prompt.

The main window consists of a menu and a container which lists the movements and voices of your piece. The container has a global context menu and a context menu for every movement or voice object.

Within the container you can see two different symbols:



This icon represents a movement in your piece. A piece can consist of several movements. Each movement contains at least one voice.



This icon represents a voice of a movement. Most movements have multiple voices, but each movement must have at least one voice.

Using the mouse you can select and deselect movements and voices. A selected movement or voice is marked by a dark background. By holding down the left mouse button and moving the mouse pointer over several objects you can mark multiple objects. If you want to select or deselect single voices, hold down the *Ctrl*-key while clicking on the object. If you mark a movement, all its voices will be regarded as marked, even if they are not marked visibly by a dark background.

If you click with the right mouse button on a movement or voice, Nota Musica will display a context menu. If you click on a marked object, all objects marked will be affected by the menu option you choose; otherwise only the object you click on will be affected.

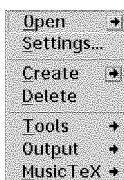


Figure 4.2: The Movement resp. Voice Context Menu



In this menu, if you select *Open* or *Settings*, only the object you clicked on will be affected.

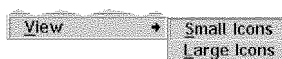


Figure 4.3: The Piece Menu - View

Using the *View* menu item of the piece menu you can specify whether the icons should be displayed large or small.

Chapter 5

Handling Music Files

The menu item *File* offers you several functions to handle NMF-files ¹ .

Nota Musica uses a special file format to save all the music information. You can choose any name of your choice for your musica files, but it should end with *.NMF*.

5.1 Creating New Music Files

Select *New* in the file menu or press the shortcut key combination *Ctrl* and *N*. If you edited another file already, you will be asked to save the old file. After that you can create a new piece.

5.2 Loading an Existing Music File

Select the item *Load* in the file menu or press the shortcut key combination *Ctrl* and *O*. Select the file you want to load from the file selection box that will appear and push the *OK* button. If you edited another file already, you will be asked to save the old file.

As an alternative, you can pick up an NMF file icon on the desktop and drop it on the Nota Musica program icon.

5.3 Saving a Music File

Select the item *Save* in the file menu or press the shortcut key combination *Ctrl* and *S*. If you created the music file but did not choose a name you will be asked for a name for the file.

5.4 Saving a Music File under a New Name

Select the item *Save as* in the file menu. You will see a file dialog where you can enter the new file name.

¹Nota Musica File

5.5 Saving a Music File Automatically

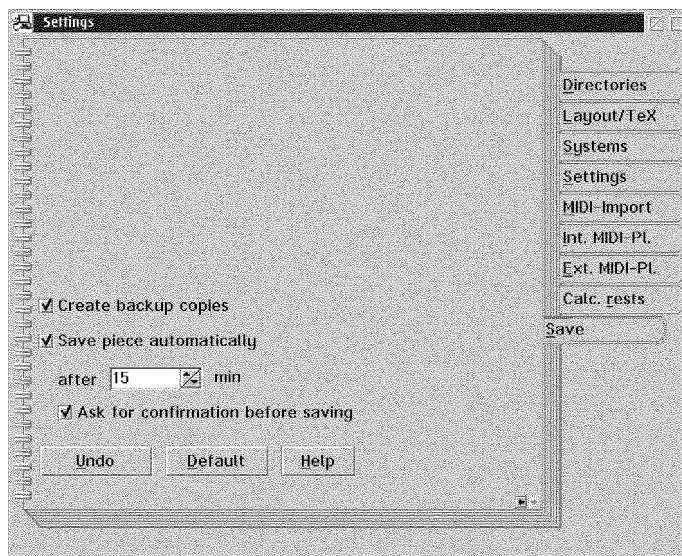


Figure 5.1: Save-Notebook Page

If you choose the item *Default settings* in the main menu you will see a notebook. Click on tab *Save*. Now you can specify whether backup copies should be created and whether you want your piece to be automatically saved. You can define the time interval between automatic saves and decide whether Nota Musica should ask for confirmation before automatically saving.

5.6 Importing Music Files from Other Programs

Using the *Import* menu item you can load Nota Musica 1.x and MIDI-files with Nota Musica.

5.6.1 Importing Nota Musica 1.x Files

Choose this menu item to load a Nota Musica 1.x file. A file selection dialog box will appear on the screen. After you select a file, the file will be imported to Nota Musica.



Once you have imported a Nota Musica 1.x file, you can only save it as Nota Musica 2.x or MIDI file.

5.6.2 Importing MIDI Files

By selecting this menu item or by pressing the shortcut key combination *Ctrl* and *I* you can load MIDI files with Nota Musica. Every channel² will be treated as a voice.

First, you will be asked for the name of the MIDI file to be imported. A notebook will be opened subsequently which you can use to select options for the MIDI import.

²in a MIDI file, every note is assigned to a channel, which represents a single instrument

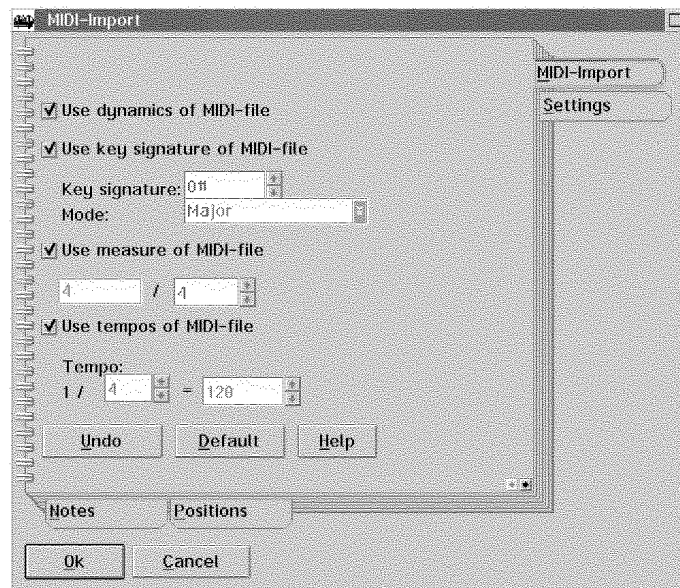


Figure 5.2: MIDI-Import-Notebook Page 1

On the first page of the notebook you can specify whether or not the information on dynamics in the MIDI file should be kept.



Simple changes in the dynamics will be detected (like *f* and *mp*), but not more advanced ones (like *crescendo* and *decrescendo*).

Next, you can specify whether the key, the measure, and the tempo should be derived from the MIDI file. Otherwise, you can preset new values.

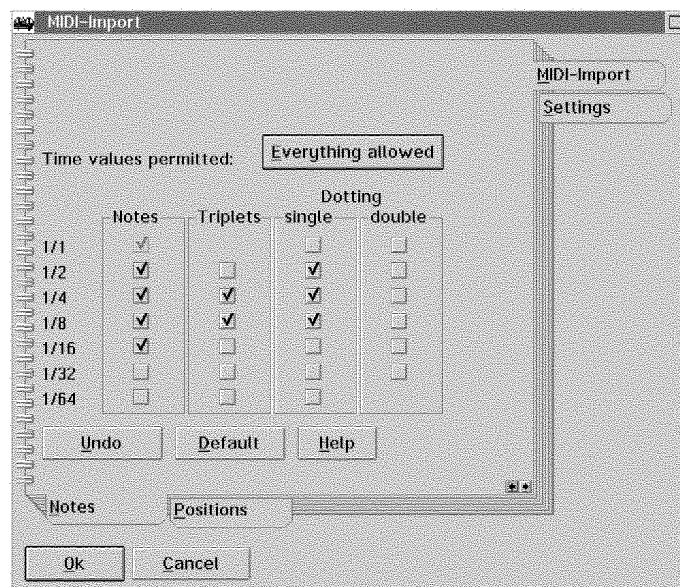


Figure 5.3: MIDI-Import-Notebook Page 2

The second page of the notebook refers to the durations of the notes. You can specify the durations that occur in the MIDI file. It is not recommended to allow all durations, because the durations of the notes in MIDI files are often not exact, i.e. a half note could be interpreted as a double dotted quarter note. Therefore you should only select the durations that should occur in the piece.

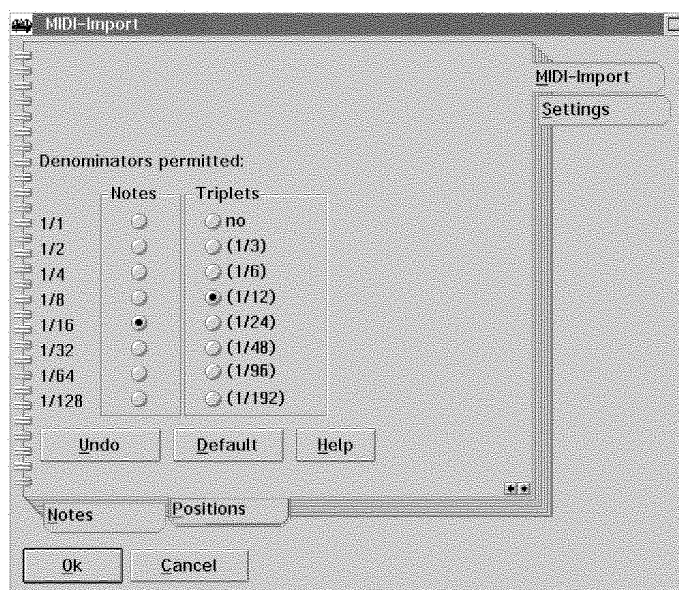


Figure 5.4: MIDI-Import-Notebook Page 3

The third page of the MIDI import notebook refers to the time intervals between the notes (i.e. the positions of the notes). You can specify the smallest time interval allowed between two notes.



It is recommended to use a denominator as large as possible to get a good result.

On the last page of the notebook you can specify how to assign dynamics symbols to different volumes. Please read chapter 9.3 for more information.

On all three notebook pages, you will find three buttons. If you click on the *Undo* button all changes you made to a notebook page will be discarded. In case you select the *Defaults* button, all controls of that page will be reset to default values. Click on the *Help* button to get help on this notebook page.

You can specify defaults for these pages using the default settings notebook.



All voices will initially be assigned the g-clef. Please remember to adjust the clefs if necessary once the MIDI import has been completed.

5.6.3 Import Using the External MIDI-Player

By selecting the *External MIDI-Player* option in the *Import* submenu of the *File* menu, you can first record a MIDI file using an external MIDI-player (such as Nota Musica Sequencer) and then import it into Nota Musica. For information on how to configure Nota Musica to use the MIDI player of your choice, please see chapter 3.4. After recording a MIDI file, you will have to specify options for the MIDI import as described in chapter 5.6.2.

5.7 Exporting Notes

If you want to exchange notes between different music applications you have to export them into a MIDI file type 0³ or type 2⁴. This function exports the whole piece. To export a movement or a voice please read chapter 8.9. If you choose this function you will have to specify the file name for the MIDI file.

5.8 Exiting Nota Musica

To exit Nota Musica click on *Exit* in the *File* menu or press the hotkeys *F3* or *Alt* and *F4*. If you have not saved the current piece you will be asked if you want to save it.

³All notes are in one track.

⁴Every movement has its own track. MIDI type 2 is not supported by OS/2 MPM/2. That means a file of MIDI type 2 cannot be played by OS/2.

Chapter 6

Creating and Managing Pieces

Nota Musica's main window shows you the movements and voices of your piece. Right below the menu you see the title of the piece. The space under the title can contains two different icons:



Figure 6.1: Nota Musica's Main Window



This icon represents a movement in your piece. A piece can consist of several movements. Each movement contains at least one voice.



This icon represents a voice of a movement. Most movements have multiple voices, but each movement must have at least one voice.



The voices displayed below a movement icon belong to that movement. If you select an option from the movement's context menu (click the right mouse button on the movement's icon), it will affect all voices of the movement.

6.1 Creating a New Piece

When you create a new piece, you first have to make some settings in the *Piece settings* notebook. You can open this notebook by using the *Piece settings* option in the main menu or the piece's context menu.

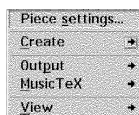


Figure 6.2: The Piece Menu

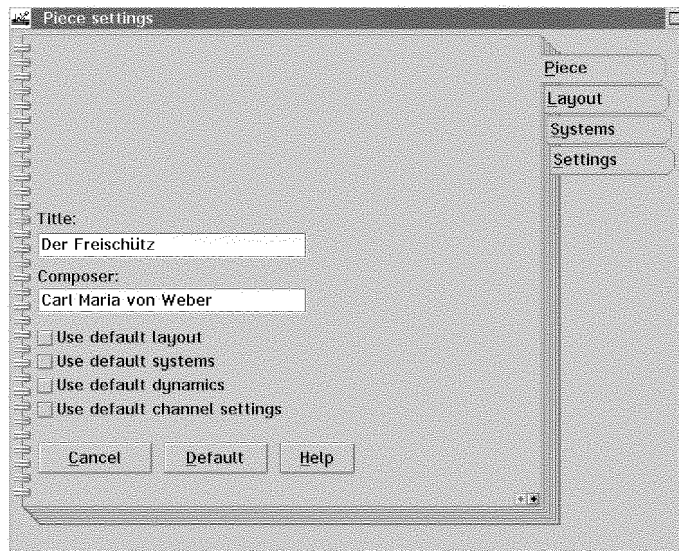


Figure 6.3: First Page of the Piece Settings Notebook

On this page of the notebook you can enter the title and the composer of the piece. Both can be up to 127 characters in length.

Using the remaining controls on this page you can specify whether default or piece specific values should be used for layout (see chapter 6.1.1), systems (see chapter 6.1.2), dynamics (see chapter 9.3), or channel controls (see chapter 9.4).

If you click on the *Undo* button all changes you made to this notebook page will be discarded. In case you select the *Defaults* button, all controls of this page will be reset to default values. Click on the *Help* button to get help on this notebook page.



You can specify your own default values for the following notebook pages by using Nota Musica's *Default Settings* notebook, so you do not have to enter them each time you create a new piece.

For information on the *Settings* notebook page please refer to chapter 9.3.

6.1.1 The Layout Notebook Pages

This page is divided into two parts. The first part contains L^AT_EX settings. The entry fields *Format* and *Style* contain L^AT_EX commands for page and font size which you can choose from list boxes. You can also specify whether and where page numbers should be displayed.

Using the MusiX_TE_X section, you can change the appearance of the notes on a page. For example, you can specify where bar numbers should be printed. Enter 9999 to turn off bar numbering. You can also specify note and line spacing, whether every movement should start on a new page, and whether the tempo should appear on the printout.

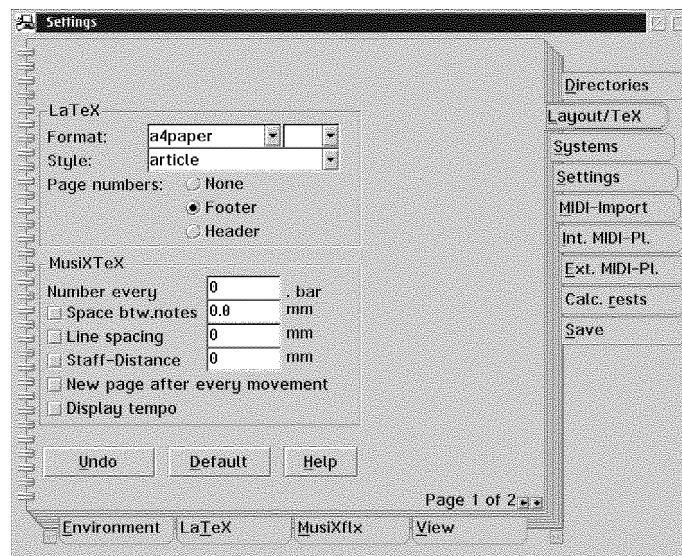


Figure 6.4: The First Part of the Page Layout Page

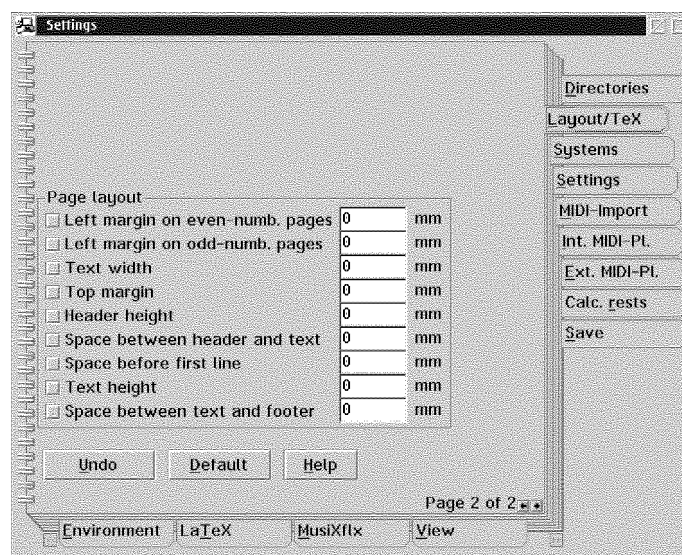


Figure 6.5: The Second Part of the Page Layout Page

In the second part of the page layout page you can enter paper sizes and margins (negative values are allowed for margins). The values you enter will only take effect if you check the check boxes next to the entry fields. The following sketch shows the dimensions to be specified:

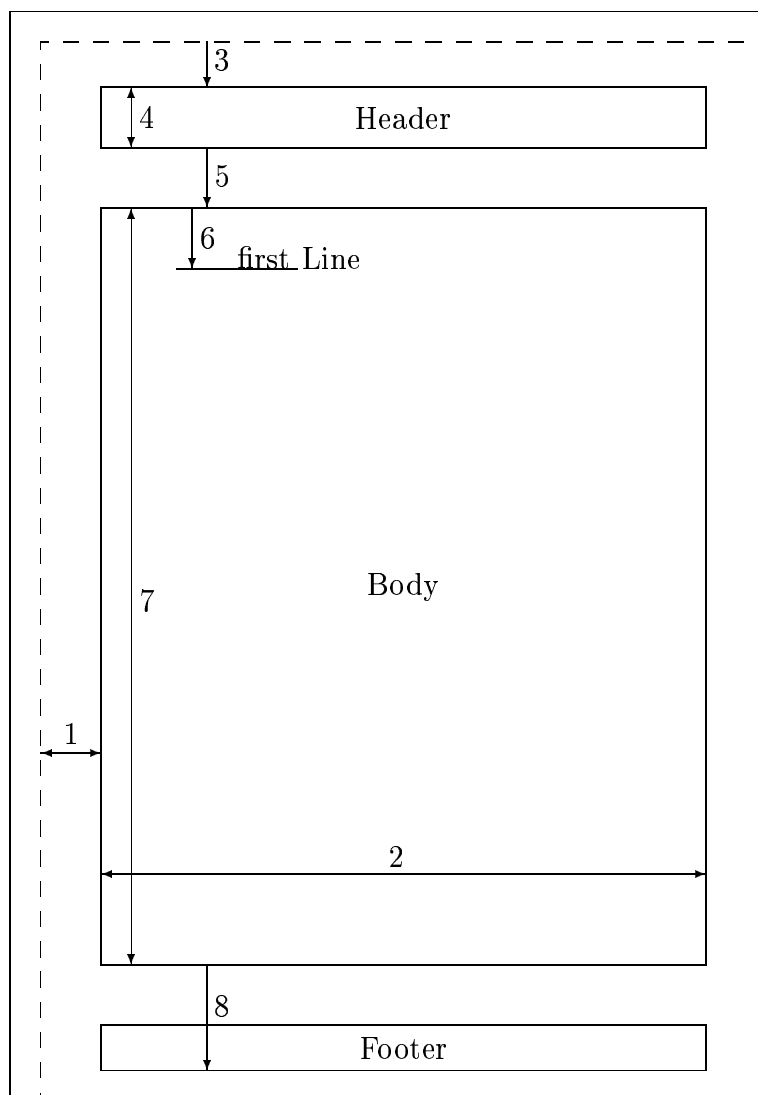


Figure 6.6: Page Layout

1. Left margin for even pages / right margin for odd pages
2. Text width
3. Top margin
4. Height of header
5. Space between header end text body
6. Space before first line
7. Text height
8. Space between text body and footer



If you do not specify anything here, Nota Musica will use L^AT_EX's standard page layout.

If you click on the *Undo* button all changes you made to this notebook page will be discarded. In case you select the *Defaults* button, all controls of this page will be reset to default values. Click on the *Help* button to get help on this notebook page.

6.1.2 The Systems Notebook Page

On this page you can define systems for your piece.

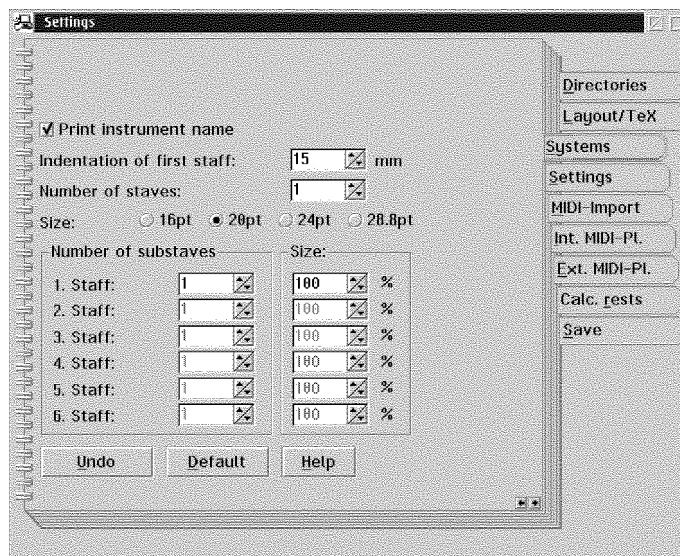


Figure 6.7: The Systems Notebook Page

If you want the instrument name displayed on the printout, enter it here. In case the instrument name's text and the notes overlap on the printout, you can adjust their position here.

Several different sizes between 16pt and 28.8 pt are available for the notes on the printout.

Also on this page, you can enter the number of main systems. Every main system can consist of up to 4 sub systems. Sub systems will be grouped on the printout by brackets at the beginning of each line. You can size the systems independently. For example, you can add a solo voice in a smaller font to a piano score.

If you click on the *Undo* button all changes you made to this notebook page will be discarded. In case you select the *Defaults* button, all controls of this page will be reset to default values. Click on the *Help* button to get help on this notebook page.

6.2 Creating a Movement

After you have created a piece, you have to create a movement. Select the option *Create* either from the main menu, the piece's context menu or the context menu of an existing movement. In the latter case the movement will be created after the movement whose context menu you used to create the new movement. The *Movement Settings* notebook will be displayed.

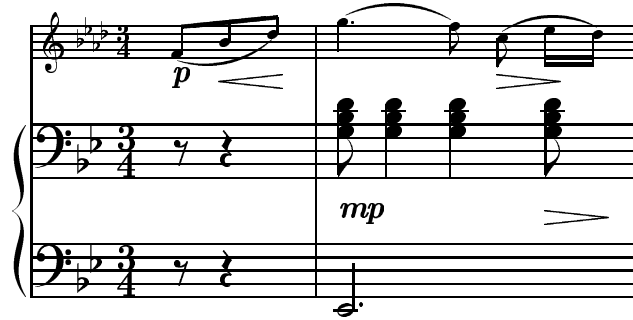


Figure 6.8: 2 Systems: 1st System at 60%, 2nd System with 2 Sub-Systems

Figure 6.9: The Piece Menu — *Create*

To change settings for an existing movement select *Settings* from the movement’s context menu.

To discard any changes you make on any notebook page click on the *Undo* button. In case you select the *Defaults* button, all controls of the page will be reset to default values. Click on the *Help* button to get help on the notebook page.

On the first page of this notebook you can enter the title and composer of the movement (if desired), both up to 127 characters in length.

Using the remaining controls on this page you can specify whether the piece’s defaults or movement specific values should be used for systems (see chapter 6.1.2), dynamics (see chapter 9.3), or channel controls (see chapter 9.4).



Any changes you make to the settings on this page will be ignored if you specify to use the piece’s default settings.

Please refer to the chapters 6.1.2, 9.3, and 9.4, for an explanation of the remaining notebook pages.

6.3 Creating a Voice

After creating a movement you have to create the voices for the movement. Select *Create* from the context menu of either the movement or an already existing voice. In the latter case the voice will be inserted after the voices whose context menu you used to create the new voice. The *Voice Settings* notebook will be displayed.

To change the settings of an existing voice select *Settings* from the context menu of the voice.



Figure 6.10: The Movement Context Menu

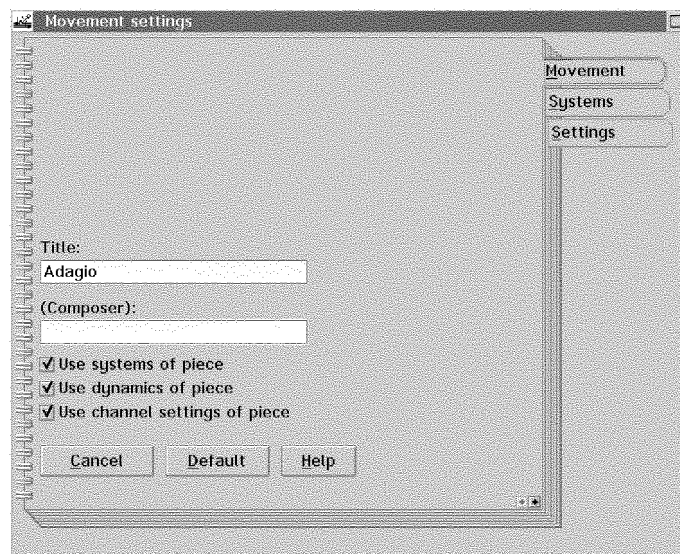


Figure 6.11: First Page of the Movement Settings Notebook

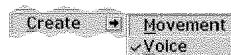
Figure 6.12: The Movement/Voice Context Menu — *Create*

Figure 6.13: The Voice Context Menu

On any notebook page, click on the *Undo* button for all changes you made to this notebook page to be discarded. In case you select the *Defaults* button, all controls of this page will be reset to default values. Click on the *Help* button to get help on this notebook page.

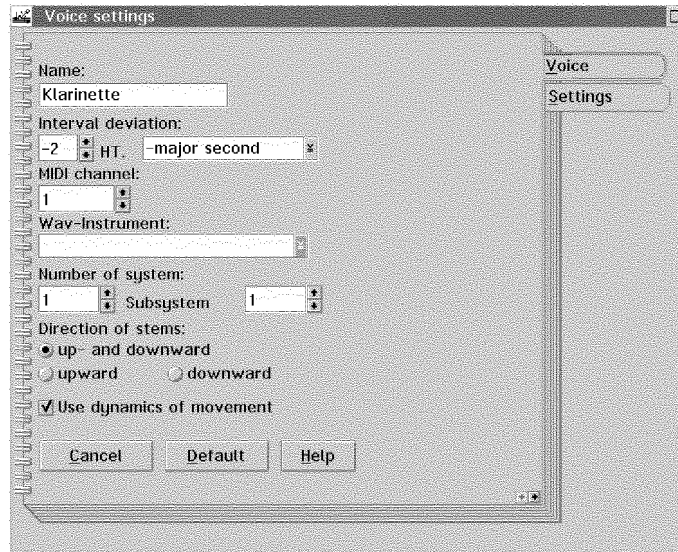


Figure 6.14: First Page of the Voice Settings Notebook

On the first page of the voice settings notebook you can specify the name of the voice, which can be up to 127 characters in length.

Next, you have to specify the interval deviation of the instrument. It specifies the interval by which the voice has to be transposed when played. This is used for transposing instruments; instruments that, though notated in one key, sound in a different key (a clarinet in A plays the tone a when the note c is written).

Also enter the MIDI channel number which is to be used to play the voice. It is important to enter the channel number that you configured for this voice in the channel settings (see chapter 9.4).

Now enter the number of the system in which the voice should be printed, along with information on how the necks of the notes should be printed: upwards, downwards, or in both directions (depending on position in system). If you specify more than one voice to be printed in one system only the last one of these voices will appear on the printout. These settings only affect the printout, not the display in the graphical editor.

Using the remaining controls on this page you can specify whether the movement's defaults or voice specific values should be used for dynamics (see chapter 9.3), and channel controls (see chapter 9.4).



Any changes you make to the settings on this page will be ignored if you specify to use the movement's default settings.

6.4 Deleting Movements and Voices

To delete a movement or a voice, select *Delete* in the context menu of the voice or movement you would like to delete. If you mark several movements or voices, all of them will be deleted.



If you delete a movement, all of its voices, if any, will also be deleted.

Chapter 7

How to Enter Notes

The most important feature of a music program is a comfortable note editor. Nota Musica offers you three different editors: a graphical note editor (see chapter 7.1) where you can enter notes using the mouse in staves and a textual note editor (see chapter *text editor*) to enter the notes with the computer keyboard. The textual editor also supports the OS/2 clipboard. In a third editor, you can enter lyrics, chord names, and verses.

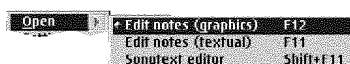


Figure 7.1: The Movement and Voice Menu - Open

Choosing the menu item *Open* of the movement or voice menu you have the possibility to edit the notes of a movement. If you selected a movement or a voice you can press the key *F12* to open the graphic editor, the key *F11* to open the textual editor, or *Shift + F11* to open the songtext editor.

7.1 Graphical Note Editor

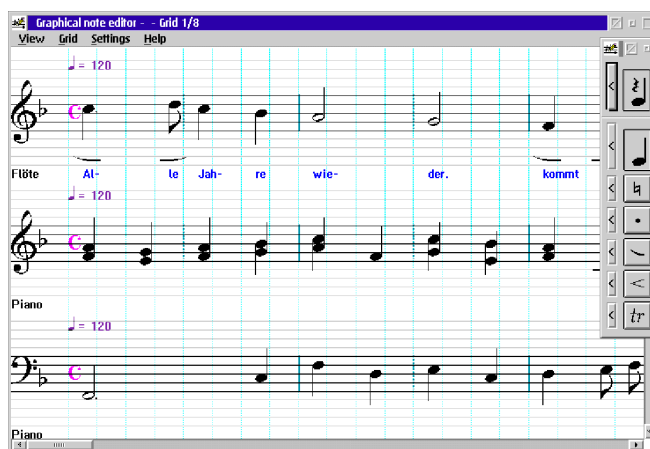


Figure 7.2: The Graphical Note Editor

The graphic editor can be loaded from the movement or voice menu or you can double-click on a movement or voice icon.

The window of the graphic editor shows the staff (black lines) and leger lines (grey lines). When you move the mouse over the graphic editor window the mouse pointer will show cross hairs and additional icons depending on the current selections.

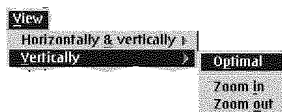


Figure 7.3: Menu Item View - Vertically

Using the graphics editor menu you can change the number of staves that are shown at the same time. By choosing the *View - Vertically* menu item you can change the number of staves shown. After choosing the item *Optimal* the display will be scaled so you see three staves in the window (if there are fewer than three voices in your piece, part of the screen will remain blank). Below every staff you can see the name of the voice in blue letters so you will not be confused. If there are more voices in the movement than shown on the screen you can scroll to the other voices using the scroll bar on the right hand side.

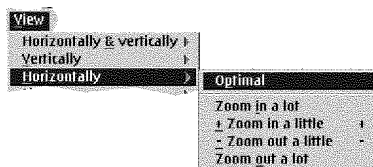


Figure 7.4: Menu Item View - Horizontally

Next to the staves you can see green resp. cyan vertical grid-lines. These lines divide the screen into several parts of the same size. You can change the number of these lines by choosing the menu item *View - Horizontally*.



Figure 7.5: Menu Item View - Horizontally & vertically

Using the *View - Horizontally* & *Vertically* menu item, you can change the number of systems and grid-lines to be displayed at the same time.

The menu *View - Filter* contains the six different entries that can be entered using the graphic editor. In this menu you can choose the entries to be displayed. You can use this so you do not get confused if you have several different entries in the same grid. For example, if you check the *clef* menu item you will not see clef changes. You will only see the clef at the beginning of the staff.

As previously mentioned the graphic editor has a vertical grid. The size of the grid can be set by the menu *grid*. For example, you can specify that one grid is the equivalent of an eighth note. The grid chosen is displayed next to the title on the title bar.

The second to last item is titled *Triplet*. If you choose this item you can enter triplets. You will see that the grid changes. Between every two green resp. cyan lines you will see two dark green resp. brown lines. These dark lines divide one grid to enter triplets.

Lastly, you will find the item *Leger lines*. If you check this item, four grey leger lines will appear.

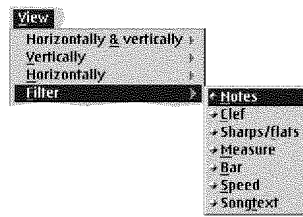


Figure 7.6: Menu Item View - Filter

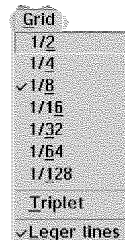


Figure 7.7: Menu Item View - Grid

Depending on the grid size, notes are printed with different spacings. Using the scroll bar on the bottom of the window you can scroll the notes from the beginning to the end. If you click on the little arrows next to the scroll bar you can scroll the notes by one grid. Clicking on the left next to the bar you can scroll one page to the left, clicking on the right you can scroll one page to the right.

At the beginning of the staff in front of the first grid line the current clef with sharps or flats shown. If you scroll the notes across a clef, sharp or flat change you will see a different clef etc. at the beginning of the line. The note entries follow on the right.

There are six different entries:

Notes and Rests Notes and rests are printed in the staff in black color. These are the most frequent entries.

Clef The clefs can be placed on every place in the voice. They are in a dark blue color.

Sharps or Flats The sharps or flats define the key of the voice. They can also be set on every place in the voice but normally they are ahead a bar. They have a brown color.

Measure Another entry is the measure. A change in the measure should always be placed in front of a bar. The beat is printed in pink.

Bar Frequently used entries are bars. Next to the bars are repeats. They can be placed in every location in the voice. The bars are printed in black and turquoise. Read on below for more information on how to enter repeats.

Tempo With the tempo change you can change the tempo of the measure. You can put temp changes anywhere in the voice. They are printed in black.

Songtext Using a songtext mark you can assign text to your notes. A songtext mark will be displayed in blue. You can enter songtext marks at any point on your score.

The *Settings* menu offers several features that will make it easier for you to enter notes in the graphical note editor. If the *Auto Spacing* menu item is selected, Nota Musica will take care of spacing your notes correctly. If you click the left mouse button on a free grid position, the new note will be inserted into your piece at the correct position with respect to the preceding note. Any notes following the



Figure 7.8: Settings Menu

new note will be moved towards the end of the piece, so the overall spacing is correct. Similarly, if you delete a note, the notes following that note will be moved towards the beginning of the piece to maintain the correct overall spacing. To enter a chord, click the left mouse button on a grid position that already contains a note.

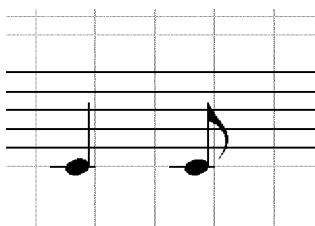


Figure 7.9: An Example of Editing Notes

In case you do not have the *Auto Spacing* menu item selected, you need to pay close attention to the grid when entering notes. Let us assume that the grid is set to eighth notes. The first note is a quarter note and you like to place an eighth note. A quarter note contains two eighth notes. Because of this you have to jump over a grid and place the eighth note in the second grid. Always pay attention to this scheme for every note, bar etc.

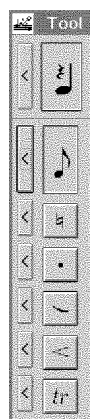


Figure 7.10: The Graphics Editor Toolbar

Now we will explain how to enter notes, clefs etc. Next to the graphic editor another window (the toolbar) appears. You can choose the entries to be placed in the staff.

If you push the topmost arrow button you will see a drawer showing six other buttons. With the help of these buttons you can change between note, clef, sharp/flat, measure, bar, tempo, and songtext modes. After choosing a mode, the drawer disappears and the lower part of the toolbar changes.

By clicking on the top-right button on the toolbar, you can change between *Insert* and *Overwrite* mode. When the button is pushed down, you are in *Insert-Mode*, otherwise in *Overwrite-Mode*. Using the left mouse button you can place new notes into the scores (either inserting between or overwriting existing notes). By pressing the right mouse button, you can delete notes from the score.

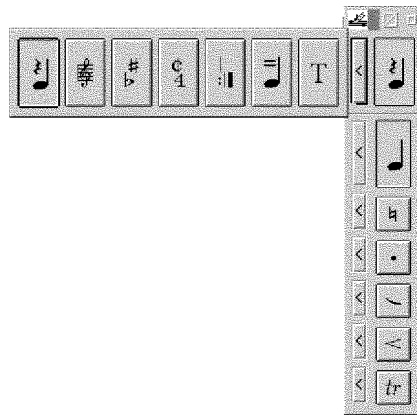


Figure 7.11: The First Toolbar Drawer

7.1.1 Notes and Rests

With this mode you can place notes with dynamics, ornaments etc. and rests. These entries are always printed in black.

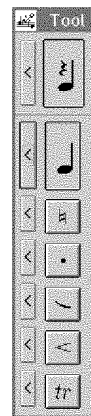


Figure 7.12: The Note and Rest Mode

In note and rest mode, you will see six attribute buttons under the mode button. By pushing the arrow button next to an attribute button you can open a drawer with options for a specific attribute of a note. You can either select one of these options or click on the arrow button again to close the drawer.

If an attribute button is pushed down, it will be set for the next note you place. If it is up, it will not be used for the next note.

The first button is to specify whether to set notes or rests and their duration. You only specify the base duration and nothing else e.g. if it is dotted etc. For this you use the next button. While placing the notes you have to look at the cross hairs to specify the correct pitch. You also have to look at the grid. To set a rest in the grid you only need to pay attention to the grid. The vertical position of the rest will be set automatically.



If you place eighth notes or shorter ones you will see them only with flags. While printing the notes the flags are converted automatically to beams. If you do not want beams in certain places you have to use *virtual bars*.

The next button is to specify whether the note should be sharp or flat. If you choose the red cross the note has the sharp or flat stated in the key.

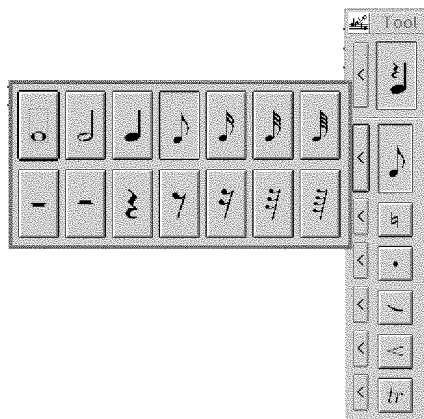


Figure 7.13: The Duration Drawer

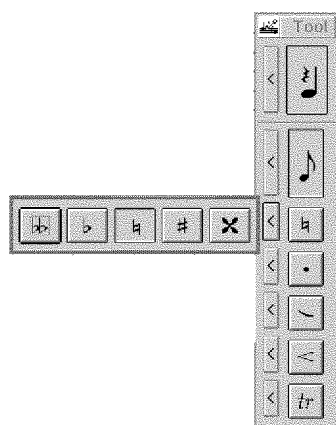


Figure 7.14: The Sharp/Flat Drawer

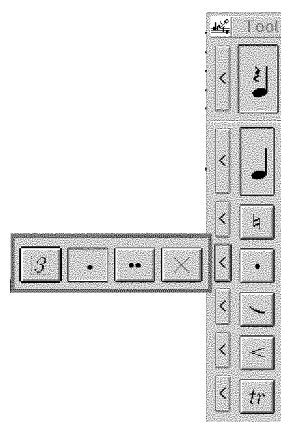
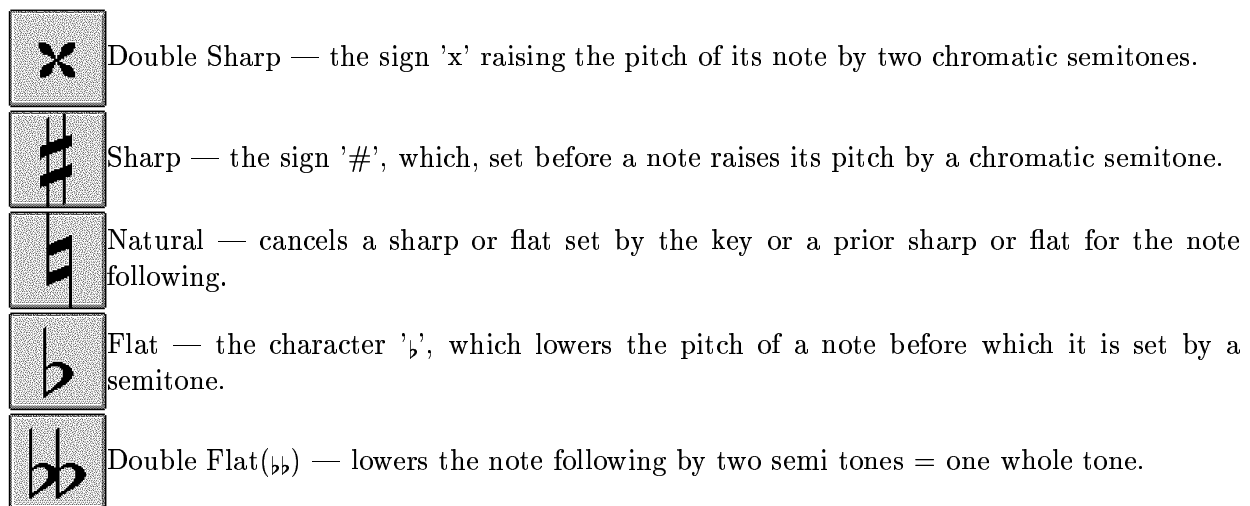
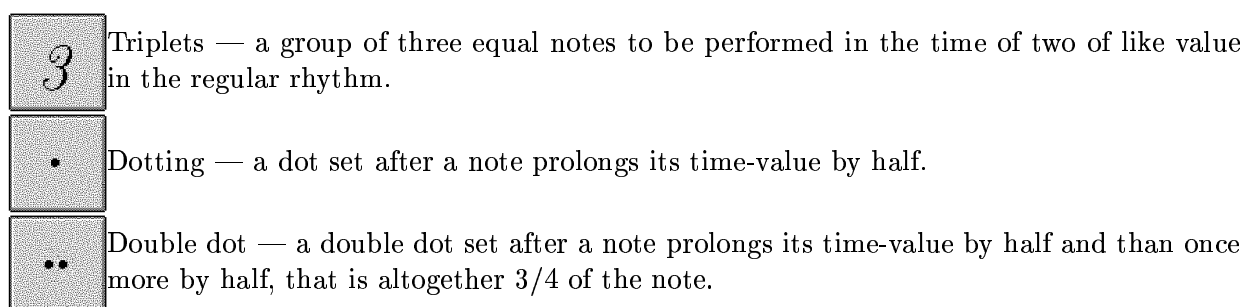
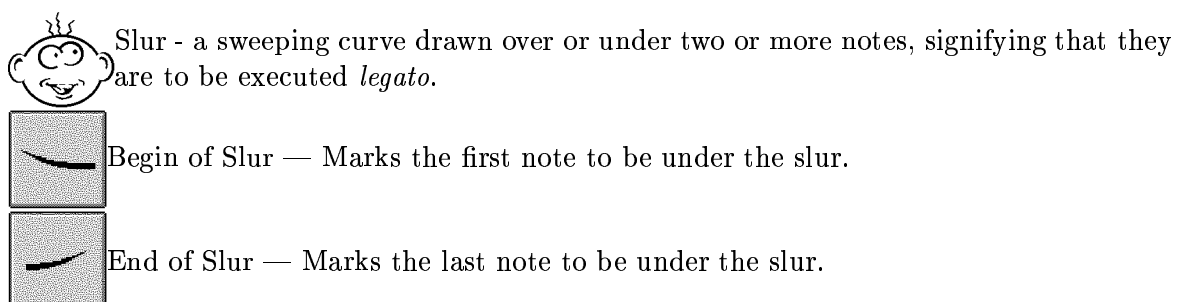


Figure 7.15: Triplet and Dotting Drawer

Now we are looking at the duration of the notes. Click the third button to choose the duration of a note (triplet, dotting etc.). If you choose the red cross the next entry will be a normal note.



Now there are the slurs. As before the red cross deletes the slur at a note.



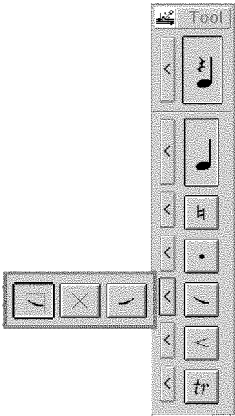


Figure 7.16: The Slur Drawer

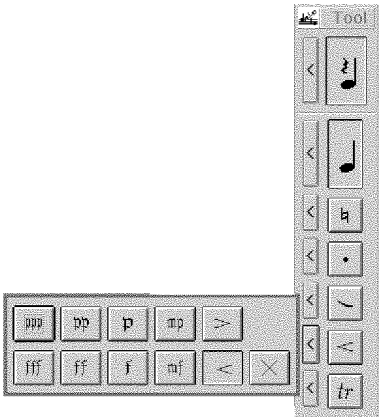
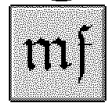


Figure 7.17: The Dynamics Drawer

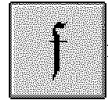
The second to the last button is to choose the dynamics.



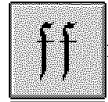
Dynamics - the varying and contrasting degrees of intensity or loudness in music tones



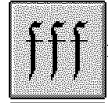
mezzoforte — half loud



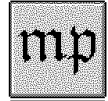
forte — strong, loud



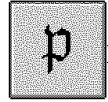
fortissimo — very loud



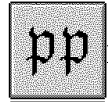
fortissimo possibile — as loud as possibile



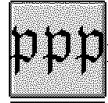
mezzopiano — half soft



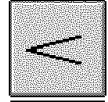
piano — soft



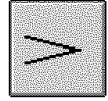
pianissimo — very soft



pianissimo possibile — extremely soft



crescendo — swelling, increasing in loudness



decrescendo — growing softer, diminishing in force



If you assign a crescendo or decrescendo sign to consecutive notes they will automatically be printed with a single (de)crescendo sign.



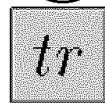
Figure 7.18: The Ornament Drawer

The last button is to set the ornaments. You have a very large choice but you can only define one

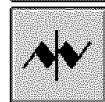
ornament for each note.



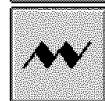
Ornament - A grace, embellished.



Trill — a grace occupying the entire time-value of the principal note, being the rapid and even alternation of the latter with the higher auxiliary in the key (the major or minor second above).



Mordent — a grace consisting of the single rapid alternation of a principal note with an auxiliary a minor second below.



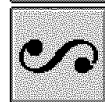
Inverted Mordent (Pince)



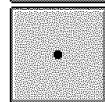
Long Inverted Mordent (Long Pince)



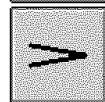
Turn — a melodic grace consisting of four notes, a principal note (twice struck) with its higher and lower auxiliary (the major or minor second above and below, each struck once).



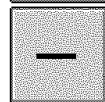
Backturn



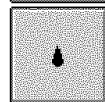
Pizzicato — plucked with the finger; a direction for bow-instruments, to play the notes so marked by plucking the strings.



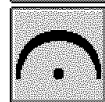
Sforzando — a direction commonly applied to a single tone or chord, indicating that it is to be performed with special stress.



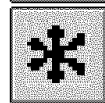
Portato — a smooth gliding from one tone to another.



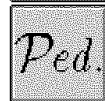
Strong Pizzicato



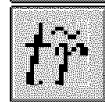
Hold (Fermate) — a sign indicating the indefinite prolongation of its time-value, at the performer's discretion, in accordance with the rhythm of the composition.



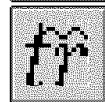
DEP — not for the foot keyboard of the organ.



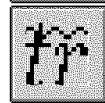
Pedal — foot keyboard of the organ.



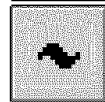
Triller tr_{\blacksquare}





















Triller tr_{\square}



Triller tr_{*}



Triller \blacksquare

	Triller	□
	Triller	*
	Triller	~
	Pince - L	
	Pince - SW	
	Pince - NE	
	Pince - NW	
	Arpeggio 1 — Playing the tones of a chord in rapid and even succession; playing broken chords.	♭
	Arpeggio 2	♭♭
	Arpeggio 3	♯
	Arpeggio 4	×
	Arpeggio 5	♯
	Arpeggio 6	•
	Long Mordent	
	Tenuto/Staccato	
	Flagolett	
	Up-bow	
	Down-bow	

7.1.2 Clef

Clefs can be set on any place in the voice. They are displayed in dark blue.

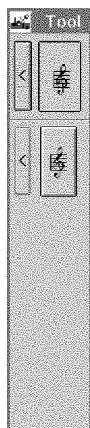


Figure 7.19: The Clef Mode

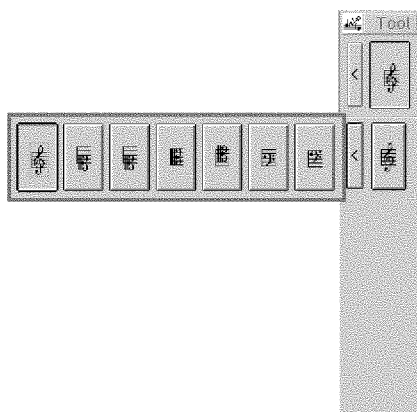


Figure 7.20: The Clef Drawer

This drawer offers you all seven clefs of the music. Frequent clefs are the violin-clef (or treble clef, on the left) and bass-clef (on the right). If you change a clef the following notes are moved to the correct line.

7.1.3 Sharps or Flats

Sharps and flats define the key of the measure. They can be placed in the whole voice but preferably ahead a bar. They are displayed in brown.

You define the number of sharps or flats with the first arrow button. If you put these in your voice, newly placed notes will get these sharps or flats.

With the next drawer you define the mode of the movement. To define a special key you need the sharps and flats and the mode. The most frequent modes are major and minor. The other modes are for church-music.



Figure 7.21: The Sharps/Flats Mode

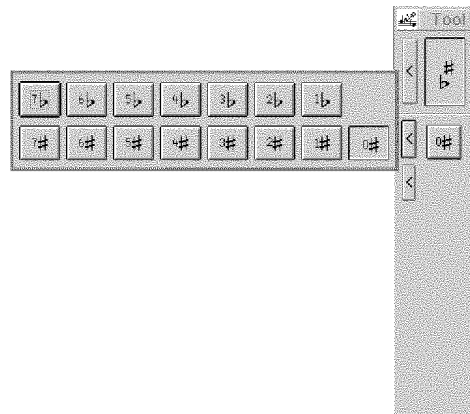


Figure 7.22: The Sharps/Flats Drawer

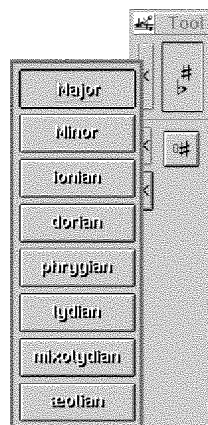


Figure 7.23: The Mode Drawer

7.1.4 Measure

Another entry is the measure. It should be placed in front of a bar. It is displayed in pink.

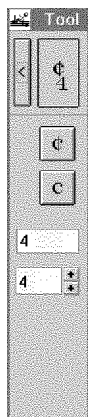


Figure 7.24: The Measure Mode

Now we would like to define the measure. If you want to set an *alla breve time* or *4/4 time* you can click on one of the buttons. Otherwise enter the measure numerator and denominator in the next entry fields. By entering a number in one of these fields the two buttons (Alla breve/C) will be unmarked.

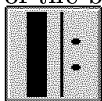
7.1.5 Bar

Using this mode you can place bars and repeats. These elements can be placed in anywhere on the piece.

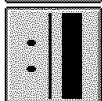


Figure 7.25: The Bar Mode

The bars can have two colors: black and turquoise. The black ones are fixed bars. These bars can only be changed by you. The symbols of the repeat-bracket have to be placed in front of the first note of the bracket.



Start Repeat — marks the first note to be repeated.



End Repeat — marks the last note to be repeated.

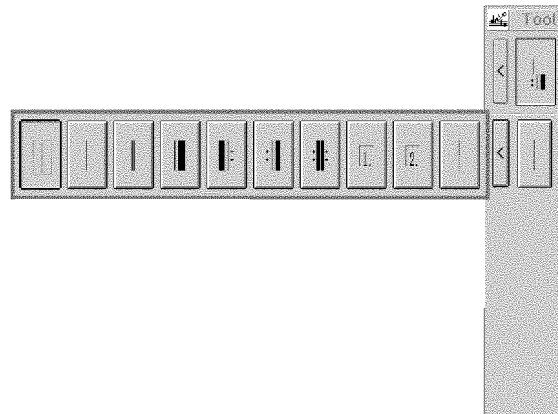


Figure 7.26: The Bar/Repeat Drawer

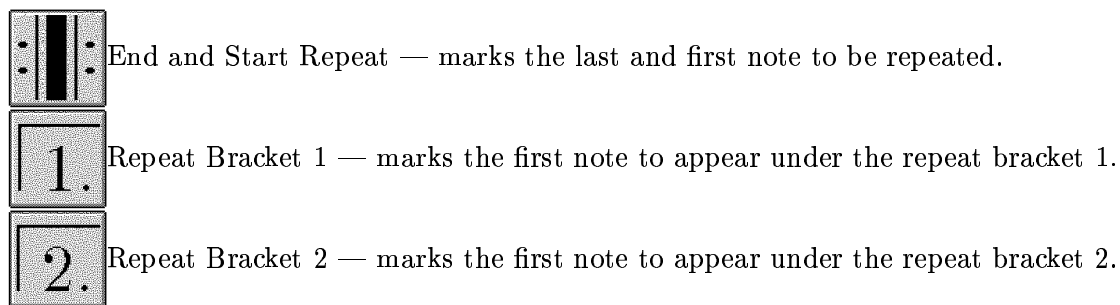


Figure 7.27: Settings Menu

Nota Musica will display bar lines in cyan, if they may be changed by both you and Nota Musica. If you select the *Auto barlines* item in the *Settings* menu, Nota Musica will automatically insert barlines where needed. As an alternative to this option, you can use the *Calculate bars* tool in the context menu of a voice or movement. When calculating bars, Nota Musica deletes and inserts new turquoise barlines where needed according to the current measure. Nota Musica will not change black bars. If the measure numerator is even (e.g. 4/4 measure) Nota Musica places a dotted bar in the middle of a measure. The effect of this bar is to cut the beam of eighth notes in the middle of a measure. If you do not want a beam you can also place this bar by yourself. But if you choose to have bars calculated then all dotted bars you added will be deleted.

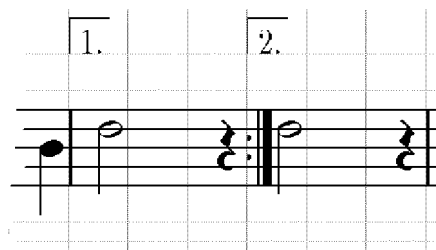


Figure 7.28: Editor Showing Repeat Brackets

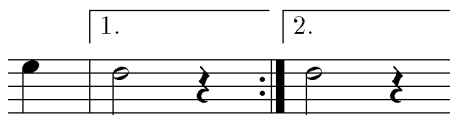


Figure 7.29: Printout with Repeat Brackets



To enter repeats with brackets set a *start bracket 1* in front of the first note under the first bracket, an *end repeat* just after the last note under the first bracket, and a *start bracket 2* in front of the next note (this is the first note under bracket 2).

7.1.6 Tempo

A speed change alters the speed of the whole movement. You can place this at any place of the voice. It is displayed in pink.

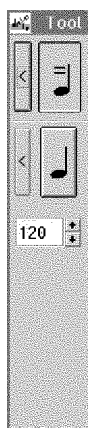


Figure 7.30: The Speed Mode

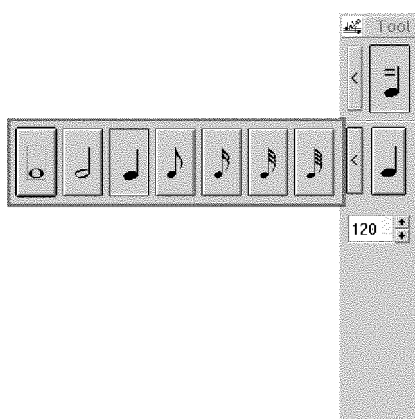


Figure 7.31: The Speed Extension

To specify the speed of a voice you have to choose the reference duration and you have to define the speed. To do this you choose the duration in the drawer and enter the number of beats per minute in the field below. In the graphic editor you will see a little note and, behind an equal-sign (=), the speed.

7.1.7 Songtext

Using songtext marks you can add text to your notes or assist the automatic songtexter tool. Songtext marks are displayed in a blue font. You can add these marks at any place of your voice.

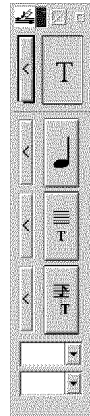


Figure 7.32: The Songtext Mode of the Toolbar

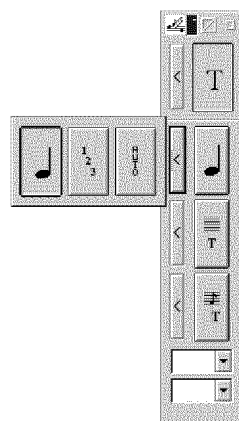


Figure 7.33: Songtext Type Drawer

To add text to a voice, switch to songtext mode and use the type drawer to specify whether the text should be assigned to a note (for lyrics) or to a beat (for chord names). The *Auto* type is used only by the automatic songtexter and should not be selected. You can choose the position and alignment for the text to be placed using the respective drawers. Use the drop down lists at the bottom of the toolbar to select the range of syllables (first and last) to be assigned.

In order to assign syllables in the graphical editor, you need to enter your songtext using in the songtext editor (see chapter 7.3). To facilitate the assignment of songtext, Nota Musica offers you the automatic songtexter tool (see chapter 8.6). You can have songtext automatically adjusted whenever you enter or delete a note if you select on of the options to automatic songtext assignment in the *Settings* menu of the graphical note editor.

7.1.8 An Example of How to Enter Notes

Setting a dotted b as eighth note with a trill ornament: Put the toolbar in the note and insert mode. Next, push the arrow beneath the line to open the duration drawer. Then choose the eighth note. Now

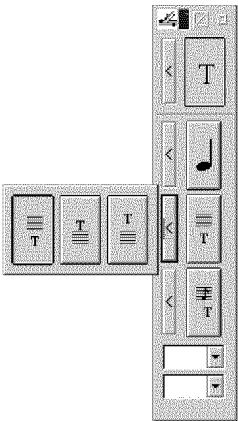


Figure 7.34: Songtext Position Drawer

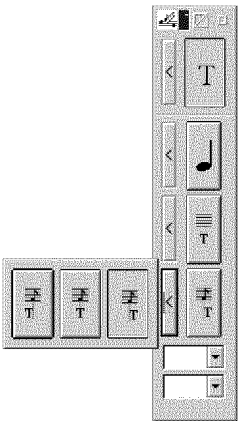


Figure 7.35: Songtext Alignment Drawer

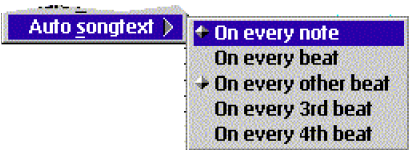


Figure 7.36: Auto Songtext Menu

push the third arrow beneath the line and choose the point. Look that the point-button is pushed to accept this attribute. Now do the same for the trill ornament. Now we have prepared the toolbar we can put the note in the grid on the b-line of the staff. The same method can be used for all the other notes.

7.1.9 Hotkeys of the Graphic Editor

This section explains the hotkeys of the graphic editor.

F12 Toggle between insert and overwrite mode.

F4 Change to the note mode.

F5 Change to the clef mode.

F6 Change to the sharp/flat mode.

F7 Change to the measure mode.

F8 Change to the bar mode

F9 Change to the speed mode.

F11 Change to songtext mode.

+ Enlarge horizontally

- Enlarge vertically

The following hotkeys are active only in note mode:

n If rests are selected this key will select notes and select or deselect the button (only by the overwrite mode)

r If notes are selected this key will select rests and select or deselect the button (only by the overwrite mode)

1 Selecting a whole note or whole rest.

2 Selecting a half note or half rest.

4 Selecting a quarter note or quarter rest.

8 Selecting a eighth note or eighth rest.

6 Selecting a sixteenth note or sixteenth rest.

v Selecting or deselecting sharp/flat.

Selecting sharp.

= Selecting natural.

b Selecting flat.

3 Selecting or deselecting triplets.

- . Selecting or deselecting dotted notes or rests.
- : Selecting or deselecting double dotted notes or rests.
- (Selecting or deselecting begin of slur.
-) Selecting or deselecting end of slur.
- d Selecting or deselecting dynamics.
- f Selecting mf - f - ff - fff.
- < Selecting crescendo.
- > Selecting decrescendo.
- p Selecting mp - p - pp - ppp.
- o Selecting or deselecting ornaments.



All hotkeys except the numbers can be used in the graphic editor and in the toolbar. In the toolbar the numbers are reserved defining the measure and the tempo.

7.2 Textual Note Editor

The text editor can be used to enter the notes of one movement. You will see a notebook with a separate page for a voice. You can edit only one voice at a time.

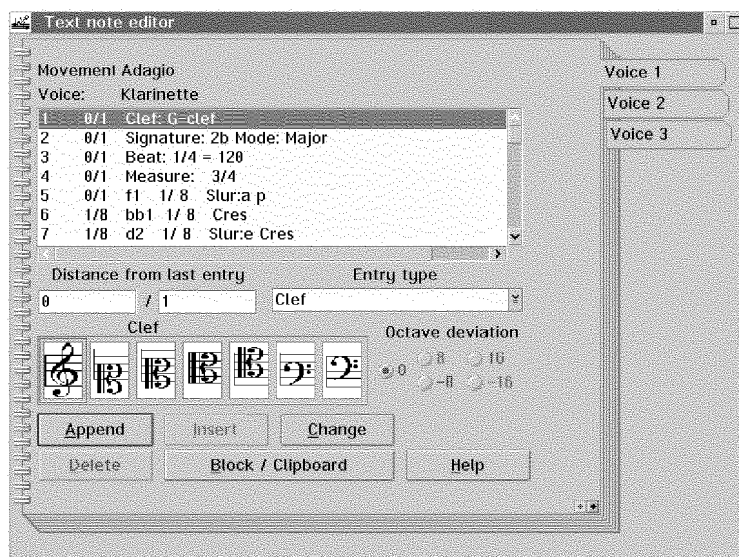


Figure 7.37: The Textual Note Editor Notebook

First choose the notebook page of the voice to be edited. In the first lines of the page you see the title of the movement and of the voice. Underneath you will see a list of all entries of the voice. Below this listbox there are several fields to enter the notes etc.

Now look at the list. Each entry starts with a number. Behind it you will find the time difference to the previous entry. If the previous note is a half note you see a 1/2. If the previous entry is a note or

a rest the time difference is normally the duration of the note or the rest. If it is a dotted note you have to regard this. All other entries cause a zero in the numerator. The denominator cannot be zero.

If you want to move from one entry-field to another you can press the key *Tab* or *Shift* and *Tab*. abbt-edit83.5cm2.2cmClipboard Menu

At the bottom of the page you see several buttons. Using these buttons you can *Append*, *Insert*, *Change* and *Delete* entries in the list. Next to these buttons you will find a button called *Block / Clipboard*. After selecting this button you see a menu to use block and clipboard functions. These functions ease the work with notes. For example you can copy the theme of the movement if you need it several times. Block begin and end are marked with a line of ↓ and ↑.



To mark a block, mark the first note to be part of the block in the listbox and press the *Begin* button. Then mark the last note to be part of the block and press the *End* button.

Press the *Copy* button to copy the block into the clipboard, or press the *Cut* button to copy the block into the clipboard and at the same time to delete the block in the list box. To insert the clipboard data before the currently marked note, press the *Paste* button. To append the data to the voice, push the *Append* button. If you place the notes in the clipboard you can insert them in other voices or movements. The data in the clipboard are deleted as soon you copy other data into it. The clipboard will not be emptied when you close Nota Musica.

7.2.1 Notes and Rests

Note	1/x	Stur	Dyn.	Orn.
f1	8	a	p	

Figure 7.38: Entry Fields to Enter Notes or Rests

After the time difference between notes in the listbox, you will see the name of the note (e.g. a' = a1) or of a different entry. An *R* denotes a rest. After that you will see the duration followed by one or two dots if the note is dotted.



To enter half triplets use the denominator 3, for quarter triplets 6, for eighth triplets 12 etc.

You can enter notes more quickly, if you follow these guidelines:

1. Select the note mode.
2. Position the cursor on the textfield for the note name.
3. If the note is dotted, enter one or two dots. The cursor will automatically move to the correct entry field.
4. Enter the length of the note. The cursor will automatically move to the note length entry field.
5. Enter the name of the note. The cursor will automatically return to the note name entry field.
6. Click on *Append* or press *Enter*.
7. Repeat the process from step 3 to enter more notes.



The entries for slurs, dynamics and ornaments can be seen in the following lists. You also have the opportunity to push the *Help* button to get more information. For more information read chapter 7.1.

Slurs:

a Start Slur

e End Slur

Dynamics:

mf mezzoforte

f forte

ff fortissimo

fff fortissimo possibile

mp mezzopiano

p piano

pp pianissimo

ppp pianissimo possibile

cres crescendo














dec decrescendo

Ornaments:

1 Triller (*tr*)

2 Mordent

3 Inverted Mordent - Pince

- 4 Long Inverted Mordent - Long Pince 
- 5 Turn 
- 6 Backturn 
- 7 Pizzicato
- 8 Sforzando
- 9 Portato
- 10 Strong Pizzicato
- 11 Hold - Fermate
- 12 DEP
- 13 Pedal
- 14 Triller 
- 15 Triller 
- 16 Triller 
- 17 Triller 
- 18 Triller 
- 19 Triller 
- 20 Triller 
- 21 Pince - L
- 22 Pince - SW
- 23 Pince - NE
- 24 Pince - NW
- 25 Arpeggio 1
- 26 Arpeggio 2
- 27 Arpeggio 3
- 28 Arpeggio 4
- 29 Arpeggio 5
- 30 Arpeggio 6
- 31 Long Mordent 
- 32 Tenuto/Staccato
- 33 Flagolett °
- 34 Aufstrich 
- 35 Abstrich 

In the same manner, statements should be placed in the entry fields. You only have to choose the entry *Note* in the *Entry Type* list.

7.2.2 Clef

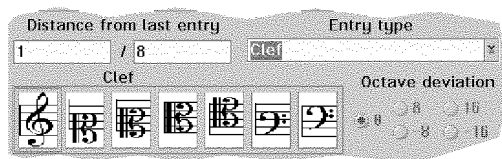


Figure 7.39: Entry Fields to Enter Clefs

If the *Entry Type* list shows the word *Clef* you can enter clefs. To do this you only need to select the correct clef.

7.2.3 Sharps or Flats

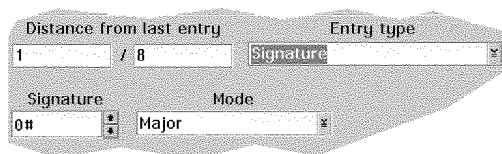


Figure 7.40: Entry Fields to Enter Sharps or Flats

To define the key of the voice you have to specify the number of sharps or flats and the mode. In the field *signature* you choose the number of sharps or flats and in the next field you choose the mode.

7.2.4 Measure

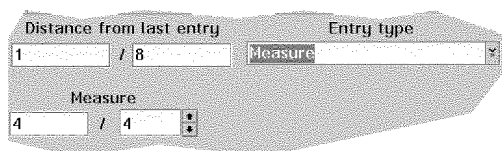


Figure 7.41: Entry Fields to Enter the Measure

Another item of the *Entry Type* list is the *Measure*. In the entry fields, type in the measure numerator and denominator. Otherwise if you want to set an *alla breve time* enter an 'A' or if you want to set a *4/4 time* enter a 'C'

7.2.5 Bar

The bars can have two colors: black and turquoise. The black ones are fixed bars. These bars can only be changed by you. The turquoise bars are placed by Nota Musica. If you choose the item to calculate bars, Nota Musica deletes the turquoise bars and calculates their position using the measure. Black bars will never be changed by Nota Musica. If the measure numerator is even (e.g. 4/4 measure) Nota Musica places a dotted bar in the middle of a measure. The effect of this bar is to cut the beam of eighth notes in the middle of a measure. If you want to prevent a beam you can also place this bar by yourself. But if you have Nota Musica recalculate bars, the dotted bars you added will be deleted.

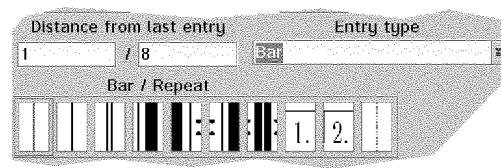


Figure 7.42: Entry Fields to Enter Bars

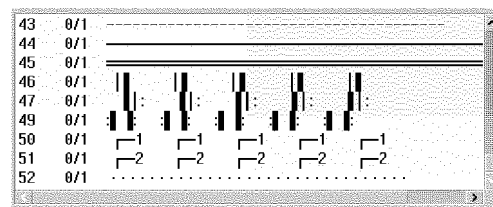


Figure 7.43: Representation of the Bars

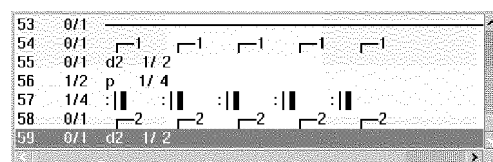


Figure 7.44: Editor Showing Repeat Brackets



Figure 7.45: Printout with Repeat Brackets

In a list box it is only possible to print monochrom entries. So the turquoise bars are printed as broken lines and dotted lines.



To enter repeats with brackets, set a *start bracket 1* in front of the first note under the first bracket, an *end repeat* just behind the last note under the first bracket, and a *start bracket 2* before the next note (this is the first note under bracket 2).

7.2.6 Speed

Figure 7.46: Entry Fields to Enter the Speed

To specify the speed of a voice you have to enter the reference duration and you have to define the speed. To do this you enter the duration and the number of notes per minute in the entry fields.

7.2.7 Songtext

Using songtext marks you can add text to your notes or assist the automatic songtexter tool. You can add these marks at any place of your voice.

Figure 7.47: Entry Fields for Entering Songtext Marks

To add text to a voice, switch to songtext mode and use the type list box to specify whether the text should be assigned to a note (for lyrics) or to a beat (for chord names). The **Auto** type is used only by the automatic songtexter and should not be selected. You can also choose the position and alignment for the text to be placed. Use the drop down syllable lists to select the range of syllables (first and last) to be assigned to the note or beat.

In order to assign syllables in the textual note editor, you need to enter your songtext using in the songtext editor (see chapter 7.3). To facilitate the assignment of songtext, Nota Musica offers you the automatic songtexter tool (see chapter 8.6).

7.3 The Songtext Editor

You can open the songtext editor by marking a movement and selecting *Songtext editor* in the *Open* submenu of the movement's context menu. You can also use the hotkey **Shift + F11**. The songtext editor notebook consists of two pages. On the first page, you can enter the text that will be printed together with your notes - enter your lyrics and chord names here. Text entered on the second page will be printed under the score - here you can enter text for additional verses.

7.3.1 Song Text

In this editor, you can enter the syllables, words and chord names to be printed with the notes of your voice. Please separate syllables and chord names with spaces. Once you have entered the chord names, you can use the note editors or the automatic songtexter tool to assign the syllables to notes or beats in your voice. Please read chapter 8.6 for instructions on how to use the automatic songtexter tool.

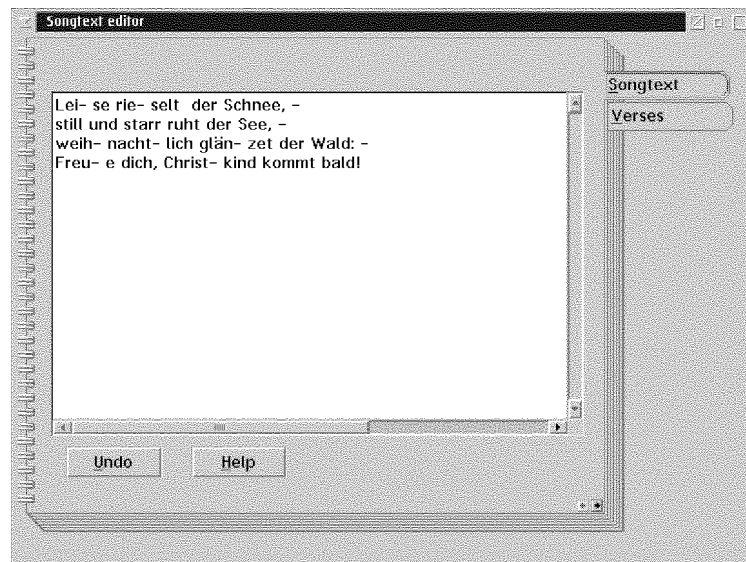


Figure 7.48: Songtext Editor



To enter a flat or sharp sign with a chord name, please use `\#` for sharps and `\b` for flats. You should also escape all non-alphanumeric characters with a backslash character `\`.

7.3.2 Verse Text

Using this editor, you can enter additional verses for your tunes. They will be printed below the notes of your tune. Separate verses by blank lines.

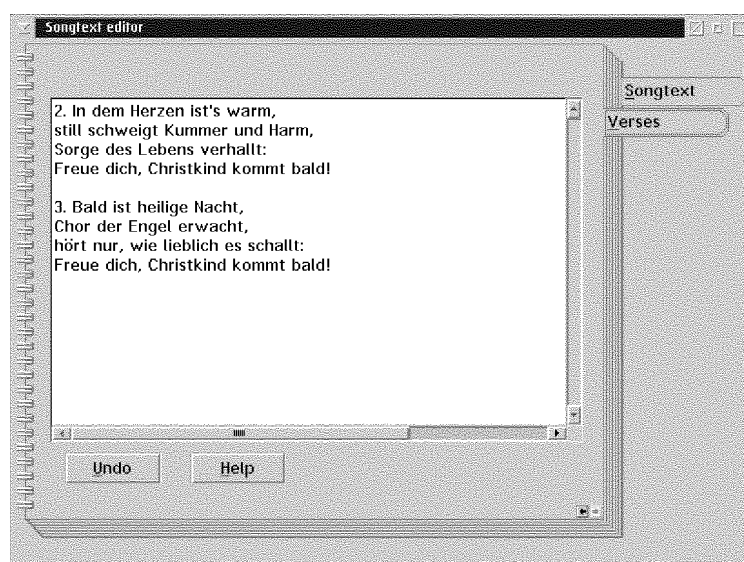


Figure 7.49: Versetext Editor

Chapter 8

Working with Notes

If you look under the item *Tools* of the movement or voice menu you will find functions to work with the music pieces. The functions will operate on all selected movements and voices if called from the context menu of a selected voice or movement, or just on the voice or movement whose context menu has been opened, if this voice or movement is not selected. A dotted line encircles the movements and voices on which the functions will operate.

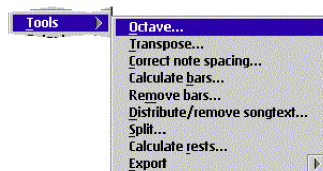


Figure 8.1: The Movement and Voice Menu - Tools

8.1 Transposing by Octaves

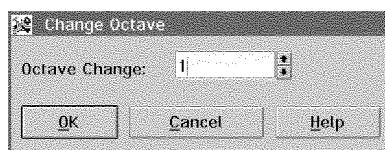


Figure 8.2: The Transpose by Octaves Dialog Box

Sometimes a voice is too high for an instrument, which makes it hard to play. It is therefore useful to put the complete voice an octave lower. For this purpose the function *Octave* is available. Specify the number of octaves to transpose and push the *Ok* button.

8.2 Transposing by an Interval

Transposing ¹ is very important. After selecting the item *Transpose* you have to specify the interval or the number of semitones by which to transpose. You can also specify whether or not the key of the voice should be changed according to the transposition.

¹Write out a composition in a different key

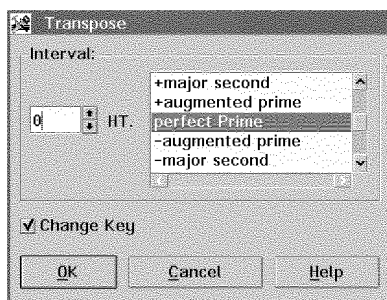


Figure 8.3: The Transpose by an Interval Dialog Box

8.3 Correct Note Spacing

When entering notes, it might happen that you space notes incorrectly, in particular if you use the textual note editor or the graphical note editor with the auto spacing option disabled. To correct the spacing of notes, you can use the *Correct Note Spacing* tools. This tool checks whether your notes are spaced correctly and makes the necessary adjustments where needed.

8.4 Calculating Bars

While entering notes you can also enter bars. If you do not do it yourself, Nota Musica can calculate the bars for you afterwards. Select the menu item *Calculate bars* to manage this.

There are two different kinds of bars. Black bars and repeats can only be set and deleted by yourself. Turquoise bars are set and deleted (if they are in the wrong place) by Nota Musica.

There are also two kinds of turquoise bars: Regular solid bars (printed in black in the final printout), and a dotted bars. These dotted bars are automatically set by Nota Musica if the measure numerator is even (e.g. 4/4 time). The effect of these bars is to cut the beam of eighth notes in the middle of a measure. If you want to prevent a beam you can also place this bar by yourself. Dotted bars will not be printed on the printout.

8.5 Removing Bars

Using the *Remove Bars* menu item in the *Tools* submenu of the context menu of a voice or movement, you can remove all bars inserted by the *Calculate Bars* function.

8.6 Distributing and Removing Songtext

This tool is used to automatically assign lyrics or chord names to a voice. We recommend using this function only for one voice rather than for an entire movement, since songtext is usually only intended for a single voice.

In the songtexter dialog you can specify how the text is to be assigned to the selected voices:

- syllables will be assigned to notes (for lyrics),



Figure 8.4: Songtexter Dialog

- syllables will be assigned to beats (for chord names).

The songtexter operates as follows:

1. Existing automatically assigned songtext will be removed.
2. If you chose to assign syllables to notes, a single syllable will be assigned to every (or every other, third, etc, depending on your selection) note (starting at the first syllable and note). Text will be left-aligned under the notes. No text will be assigned to rests.
3. If you chose to assign syllables to beats, a single syllable (for example a chord name) will be assigned to every (or every other, third, etc, depending on your selection) beat (beginning at the first beat and syllable). The text will appear above the notes.

If you assigned fixed text to a note or beat, no automatic text will be assigned to that note or beat.

In certain cases it is necessary to give the automatic texter tool some hints. You need to consider the following:

- The automatic songtexter assigns exactly one syllable to a note or beat. A syllable is defined as a sequence of characters without spaces. If you want to assign more than one word to a note or beat, you need to do this either manually in one of the note editors, or you can group these words in the songtext editor using braces({ and }).
- If you do not want any songtext assigned to a specific note or beat, you can either manually assign a space in one of the note editors, or enter braces without anything in-between({}) at the corresponding position in the songtext editor.
- If you do not like the defaults for text position and other text attributes assigned by the automatic texter tool, you can enter fixed texts to change these defaults. Whenever the automatic songtexter encounters a fixed text entry, it will use its text attributes as the default for all subsequently placed automatic text. You can enter as many of these hints as you wish. Texts of type *Note (Fixed to)* will be interpreted as hints for assignment of text to notes, texts of type *Beat (Fixed to)* will be interpreted as hints for assignment of text to beats.

8.7 Splitting a Voice

After importing a MIDI-file, all notes usually appear in a single system. To separate these notes (for example to get a separate system for the left and the right hand of piano piece), you can use the *Split* tool in the *Tools* submenu of the voice or movement context menu. In the split dialog box, you can select at which point a voice should be separated. You can also select whether or not notes, once separated, should be simply deleted or be stored in the clipboard (so you can insert them into a new voice in the textual note editor later on).

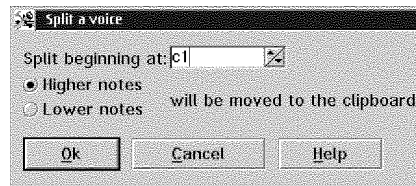


Figure 8.5: The Split Dialog

8.8 Calculating Rests

This tool can be used to insert rests into a voice to fill gaps between notes. This becomes necessary after splitting a voice or importing a MIDI file. You could also decide to only enter the notes themselves in the note editors, and leave it to Nota Musica to enter the rests. In the *Calculate Rests* dialog you can specify which rests are allowed to be placed in your piece.



Nota Musica always uses the longest possible rest. If a gap in the voice is longer than the longest available rest, more than one rest may be added. If a gap is shorter than the shortest rest, the gap will not be filled.

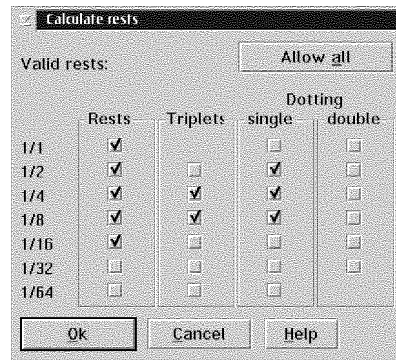


Figure 8.6: The Calculate Rests Dialog

You can enter your preferences for possible rests in the *Default Settings* notebook. That way you do not have to specify your selections in the *Calculate Rests* dialog anew every time you use this tool.

8.9 Exporting MIDI Files

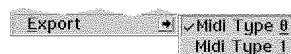


Figure 8.7: The Movement and Voice Menu - Tools

If you want to exchange notes between different applications you have to export them into a MIDI file type 0² or type 2³. This function exports the movements and voices marked. If you want to export the whole piece please see chapter 5.7. If you chose this function you have to specify the file name for the MIDI file.

²All notes are in one track.

³Every movement has an own track. MIDI type 2 is not supported by OS/2 MMPM/2. That means a MIDI type 2 file cannot be played by OS/2.

Chapter 9

Playing Music Pieces

To play the notes with a soundcard or a MIDI-Instrument select *Internal MIDI-player* or *external MIDI-player* in the *Output* submenu. The internal MIDI player will use OS/2's Multi Media Presentation Manager (MMPM/2) interface to play your tunes. If you have more than one MIDI device installed, you can select the device on which you want the notes to be played. By default, Nota Musica Sequencer will be used as external MIDI player, but you can use a MIDI player of your choice, too (to be selected in the default settings notebook).

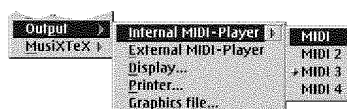


Figure 9.1: The Output Menu

These menu items can be opened in two different ways. You can either use the piece menu to playback the entire piece, or you can use the context menu of a movement or voice to playback only the marked movements or voices.

9.1 The Internal MIDI-Player

After you have chosen this item, the play dialog box will be opened. Here you can enter commands to play or stop the tune. In the first two lines, you can see the name of the composer and the title of the piece to be played. Below this information, the name of the current movement is displayed. You can use the buttons next to this text to page forward or backward to a different movement. The next line gives you information on the current state of the player and on the length of the current movement. The buttons below this status line can be used to play, pause, rewind, etc. the piece. You can also specify the volume or even mute the player.

You can enter MIDI-controls to manipulate the musical instruments (according to your needs) in the different piece-, movement-, and voice-settings.

In the *Default settings* you will find a page called *Internal MIDI-Player*. On this page you can specify whether and how long the internal MIDI-player will pause between two movements. You can specify a delay between 1 and 240 seconds. Check the box in front to activate the delay.

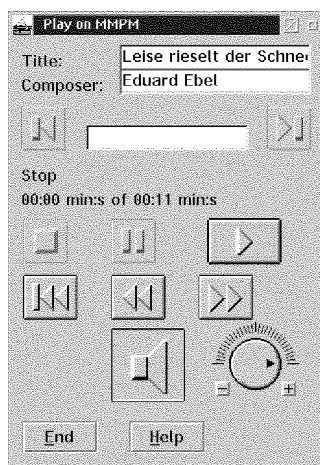


Figure 9.2: The Play Dialog Box



Figure 9.3: Internal MIDI-Player Notebook Page

9.2 The External MIDI-Player

You can execute an external MIDI player by selecting the corresponding menu item. The program to execute can be selected as told in chapter 3.4.

9.3 Settings Notebook Page

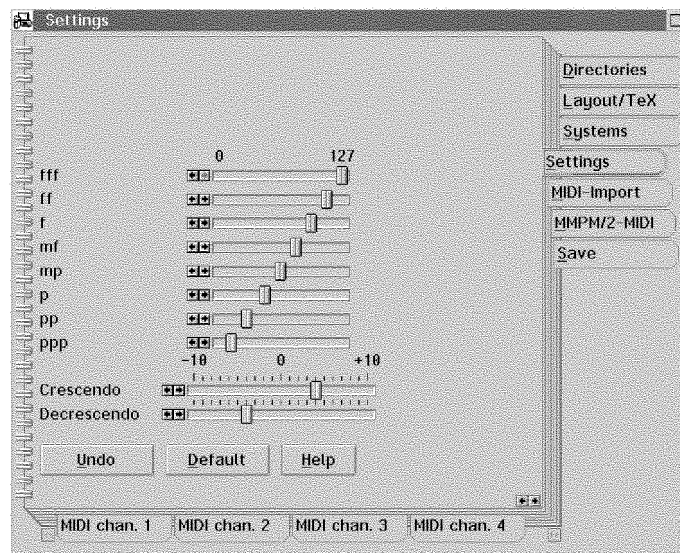


Figure 9.4: The Settings (Dynamics) Notebook Page

This page is used to adjust the effects of dynamics signs for a piece, movement, or voice. You can set the volume for each dynamics sign using a slider control in the range from 0 (silent) to 127 (loud).

Using this control, you can fine-tune the effect of crescendo and decrescendo signs. Higher values result in stronger (de)crescendo, lower values in weaker (de)crescendo.

If you click on the *Undo* button all changes you made to this notebook page will be discarded. In case you select the *Defaults* button, all controls of this page will be reset to default values. Click on the *Help* button to get help on this notebook page.

9.4 MIDI-Channels

You can change channel controls for every MIDI-channel. There is a tab at the bottom of the notebook for every one of the 16 MIDI channels.

On the first page you will find a list of all GM-Instruments ¹, that are supported by the Multi Media Presentation Manager and most MIDI keyboards. If you push the button *Play* you can hear the selected instrument. The button *Stop* stops the music.

The second page contains, among others, adjustments for the pitch bend. If you like to use this adjustment during playback of the piece check the field *Active*.

The second half of the page presents a list of MIDI control changes. After selecting a control change mark the field *Active* in front of the sliders.

¹General MIDI

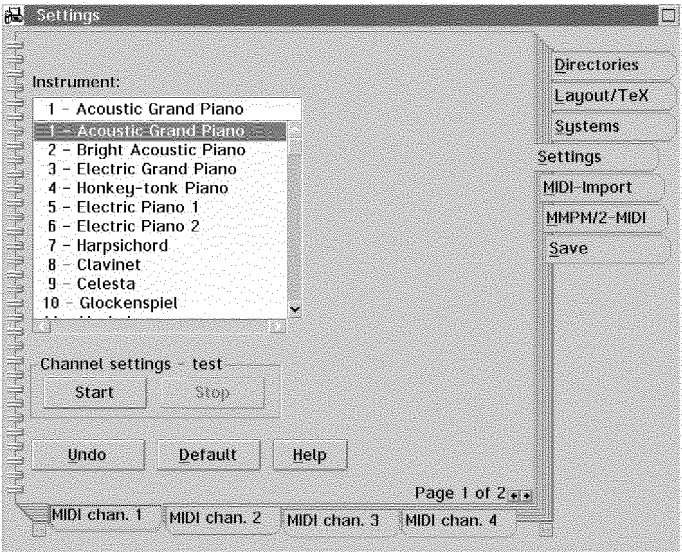


Figure 9.5: First Page of the MIDI Channel Controls

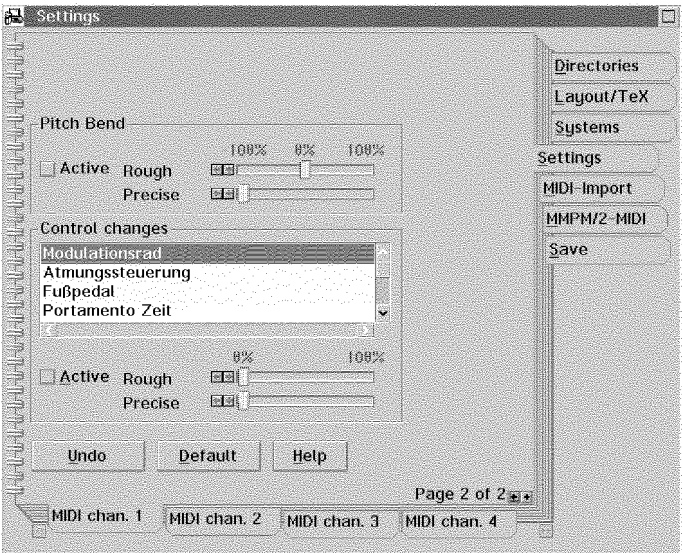


Figure 9.6: Second Page of the MIDI Channel Controls

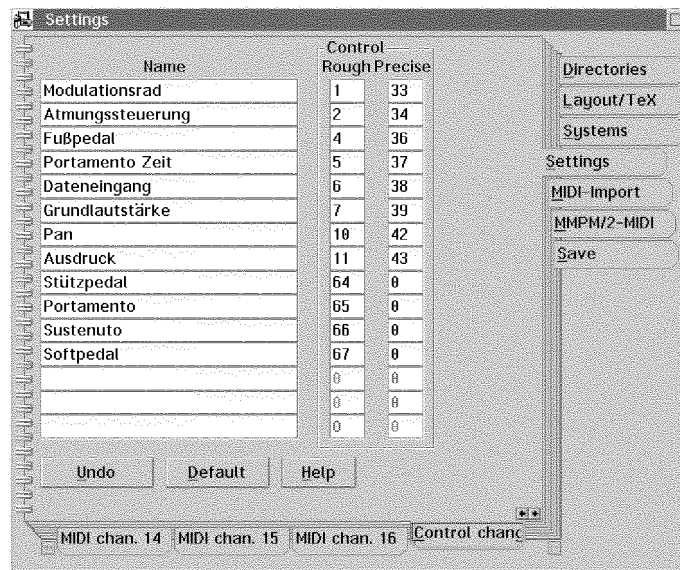


Figure 9.7: Control Changes Page of the MIDI Channel Controls

The last page of the settings is titled *Control changes*. Here you can enter control changes according to your wishes. First enter the name of the control change and afterwards the controls (e.g. Name: Main Volume, Control Rough: 7, Control Precise: 39). If you enter 0 as a precise control, it means that the control change supports only rough changes (the slider Precise is disabled).



Not all controls are supported by MMPM/2 and all keyboards. Refer to the keyboard manual to find out about the controls supported by your keyboard. The same control change may produce different results on different keyboards.

At the end of each page you find the following buttons. If you click on the *Undo* button all changes you made to this notebook page will be discarded. In case you select the *Defaults* button, all controls of this page will be reset to default values. Click on the *Help* button to get help on this notebook page.

Chapter 10

Previewing and Printing the Notes

To preview and print notes, choose the menu item *Output*. This function can be invoked in two different ways. First you can open it by using the piece menu, to print or preview the entire piece. The second way is to open this item using the movement or the voice context menu to print or preview only one or more movements or voices.



Figure 10.1: Output Menu

The menu items *Display...*, *Printer...* and *Graphics file...* take care of calling several MusiX_{TeX} programs (see chapter 11) in a specific order.

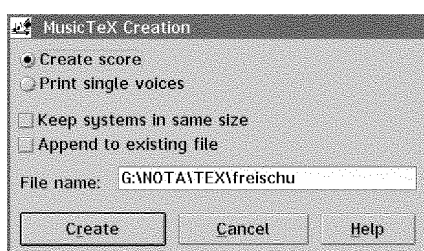


Figure 10.2: Dialog to Specify Options for Printout

All three functions are started by the same dialog box. If you select this function in the piece menu you can choose between printing scores or printing single voices. If you choose this function in the movement or voice context menus, Notamusica will always print scores. In the system settings (see chapter 6.1.2) you defined the size for the systems. If you want to keep the systems in the same size choose the third button. Finally push the button *Create*.



If you forgot to enter bars in a voice, please use the *Calculate Bars* function to have Notamusica fill in the bars to get a good result.

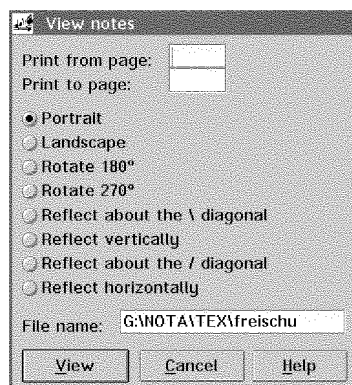




Figure 10.3: Dialog for Previewing the Notes

10.1 Previewing the Notes on the Screen

Select this menu entry of the MusiX_{TEX} menu to preview the final printout of your notes. You may specify the first and last page to preview if you only want to preview some pages. You may also rotate the printout.

Nota Music will start the program DVIPM. In this program you may use the scrollbars to scroll the visible part of a page on the screen and zoom the page displayed by pushing  and  (or use the zoom command in the menu).

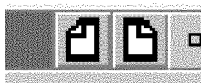


Figure 10.4: Buttons to Leaf Through the Output

Use the *Page* menu or the page up/down buttons (see figure) to select the page to display.

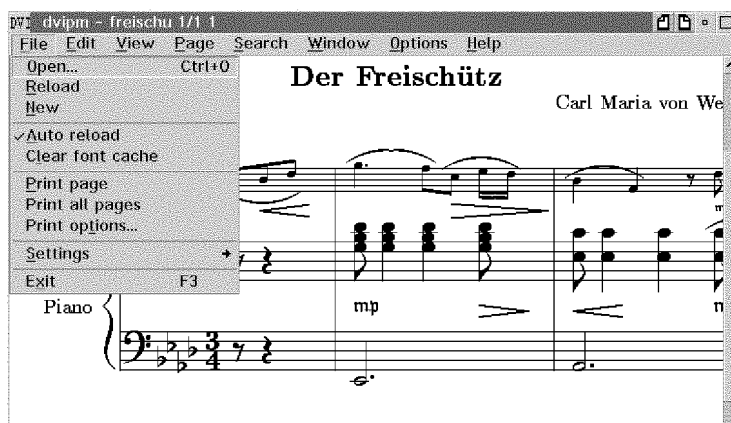


Figure 10.5: The Preview Program (DVIPM) Menu

You can also print your notes using the *DVIPM* program. *DVIPM* will use OS/2 printer drivers for printing the notes (rather than the custom _{TEX} printer drivers, which generally produce better results). Use the *Print page*, *Print all pages* and *Printer options...* items in the *File* menu.

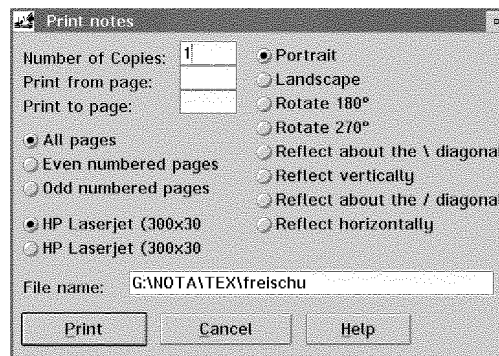


Figure 10.6: The Print Dialog Box

10.2 Printer Menu Item

To print your notes, select the *Print* command of the MusiX_{TEX} menu. As for previewing you may enter a range of pages to print and rotate the output (to print in landscape mode, for example). In addition you may enter how many copies you want to have printed.

10.3 Graphics-Export

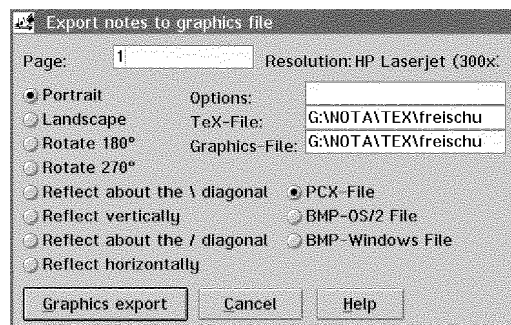


Figure 10.7: The Graphics-Export Dialog Box

By selecting the command *Graphics-Exp.* of the MusiX_{TEX} menu you can export your piece of music to a graphics file. It will appear in this graphics file in the same manner as on your printer. The resolution of the graphics can be changed using the default settings dialog (see chapter 3.3).

You may import the graphics files created by Nota Musica into your word processor or desktop publishing program to enter texts to the notes or to insert the notes into larger documents.



Graphics export is not currently supported with the OS/2_{TeX} package. Please do not use this option, if you use OS/2_{TeX} instead of em_{TEX}.

Chapter 11

Printing Scores with MusiXTeX

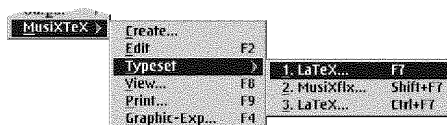


Figure 11.1: Menu Items of the MusicTeXmenu

The MusiXTeX submenu can be opened in two different ways. First you can open it by using the piece menu, to print or preview the entire piece. The second way is to open this item using the movement or the voice context menu to print or preview only one or more movements or voices. The MusiXTeX menu lists functions to preview, print and export the final print of your notes.

Nota Musica automatically arranges your pieces on the output pages. To print, preview or export your piece to a graphics file, select the following commands from the MusiXTeX menu:

1. *Create*,
2. *Typset*,
3. *Print*, *Preview*, or *Graphics-Exp.* respectively.

These three menu items are combined under the item Output (see chapter 9) to preview and print the final print of your more easily.

11.1 Some Information on MusiXTeX

MusiXTeX is an extension of the typesetting system TeX and LaTeX which makes it possible to write notes with TeX. It was developed by Daniel Taupin at the University of Orsay (France), in Victoria (Australia) and the University of Bochum (Germany). TeX was developed by Donald E. Knuth at the Stanford University and the macro package LaTeX was originally written by Leslie Lamport.

For documentation on MusiXTeX and LaTeX please refer to the bibliography at the end of this book.

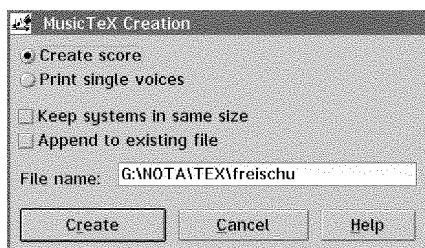


Figure 11.2: Dialog to Specify Options for Printout

11.2 Creating MusiXTeX-Sources

After selecting the command *Create* you will see this dialog. If you selected this function in the piece menu you can choose between printing scores or printing single voices. If you chose this function in the movement or voice context menu, Nota Musica will always print scores. In the system settings (see chap. 6.1.2) you defined the size for the systems. If you want to keep the systems in the same size choose the third button. Further you can choose to append the notes to an existing LaTeX-File of which you can specify the filename. Otherwise you do not need to change the name. Finally you choose the button *Create*.



If you forgot to enter bars in a voice, please use the *Calculate Bars* function to have Nota Musica fill in the bars to get a good result.

Chords, dynamics, ornaments (Pizzicato, Sforzando etc.), slurs and repeats will be printed as entered in the note editor. Crescendo and decrescendo will be printed as < and > respectively. If a crescendo or decrescendo sign continues for more than four quarter notes, it will be abbreviated by "cres." or "decrec.".

A small dialog box indicates the progress of the creation process. It displays the movement, the voice and number of bars processed.



If there is not enough space between song text and signs for dynamics and ornaments on the printout, you need to change the line spacing or the spacing between systems. If syllables in your songtext overlap, you can either increase the space between notes or the paper width. Take a look at chapter 6.1.1 for more information on these settings.

11.3 Editing MusiXTeX-Sources

If you are familiar with \LaTeX and MusiX \TeX , you may edit the MusiX \TeX -sources to adjust the format of the printout to your specific needs or add texts to the notes.

11.4 Typesetting the Notes

Use the *Typeset* submenu of the MusiX \TeX menu, to let Nota Musica execute the \TeX system to typeset your notes. Typesetting is done in three steps. If you specified a name different from the default for the MusiX \TeX source file when creating the MusiX \TeX source, enter the same name in the dialog box that will be displayed. Otherwise, just press enter to accept the default file name.

Temporary files with extensions .mx1 and .mx2 will be created during the first two typesetting steps.

11.5 Previewing the Notes

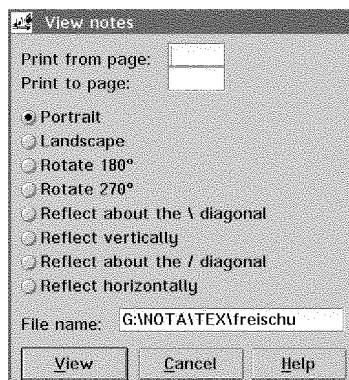




Figure 11.3: Dialog for Previewing the Notes

Select this menu entry of the MusiX_{TEX} menu to preview the final printout of your notes. You may specify the first and last page to preview if you only want to preview some pages. You may also rotate the printout.

Nota Music will start the program DVIPM. In this program you may use the scrollbars to scroll the visible part a page on the screen and zoom the page displayed by pressing  and  (or use the zoom command in the menu).

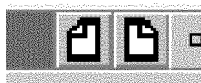


Figure 11.4: Buttons to Leaf Through the Output

Use the *Page* menu or the page up/down buttons (see figure) to select the page to display.

11.6 Printing the Notes

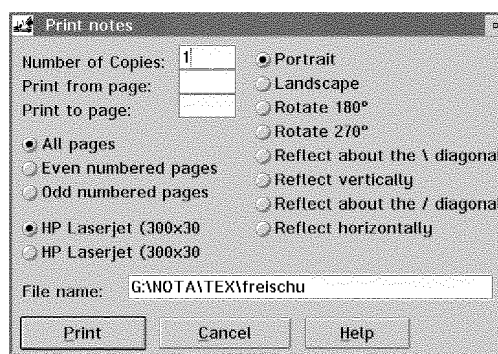


Figure 11.5: The Print Dialog Box

To print your notes, select the *Print* command of the MusiX_{TEX} menu. As for previewing you may enter a range of pages to print and rotate the output (to print in landscape mode, for example). In Addition you may enter how many copies you want to have printed.

11.7 Print Using OS/2 Printer Drivers

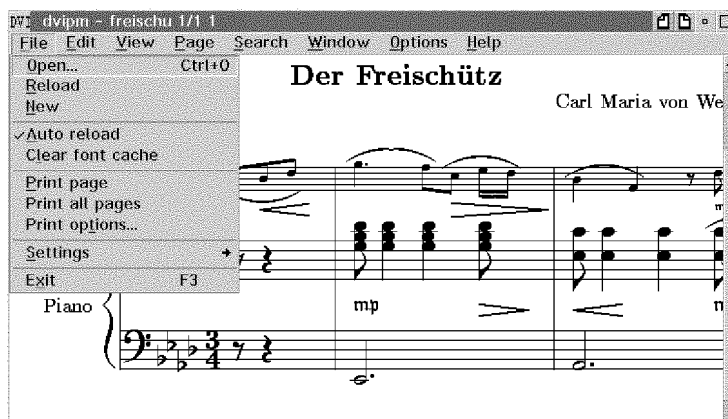


Figure 11.6: The Preview Program (DVIPM) Menu

If your printer is not compatible to the printers shown in the installation program you may print your notes using an OS/2 printer driver. To do this, start the preview program as shown before (see chapter 11.5).

11.8 Graphics-Export

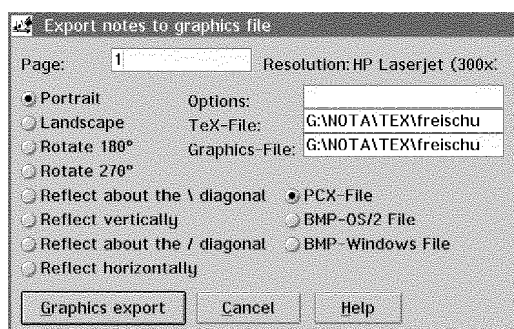


Figure 11.7: The Graphics-Export Dialog Box

By selecting the command *Graphics-Exp.* of the MusiX_{TEX} menu you can export your piece of music to a graphics file. It will appear in this graphics file in the same manner as it would appear on your printer. The resolution of the graphics can be changed using the default settings dialog (see chapter 3.3).



Graphics export is not currently supported with the OS/2_{TeX} package. Please do not use this option, if you use OS/2_{TeX} instead of em_{TEX}.

Chapter 12

Hotkeys of Nota Musica

This section explains the hotkeys of Nota Musica.

Strg + N Create a new music file.

Strg + O Load an existing music file.

Strg + S Save a music file.

Strg + I Import music files from other programs.

F3 Exit Nota Musica.

Shift + F11 Open the song text editor for the movement marked.

F11 Open the textual note editor for the voice marked.

F12 Open the graphical note editor for the voice marked.

F5 Play the entire music piece using the internal MIDI-player.

Shift + F5 Play the entire music piece using the external MIDI-player.

Shift + F8 Create, typeset and finally preview the notes on the screen.

Shift + F9 Create, typeset and then print the notes.

Shift + F4 Create, typeset and then export the notes to a graphics file.

F6 Create MusiXTeX-sources.

F2 Edit MusiXTeX-sources.

F7 Typeset the notes (first pass).

Shift + F7 Typeset the notes (second pass).

Ctrl + F7 Typeset the notes (third pass).

F8 Preview the notes.

F9 Print the notes.

F4 Export the notes to a graphics file.

Chapter 13

Possible Error Messages

Error messages of Nota Musica:

Error loading the help file: Check if there is the correct *Nota Musica Directory* in the *Default settings* and that there is a file called `nota.hlp`

Program cannot be executed: Make sure the *MusiXTeX Directory* and the *LIBPATH* are correct in the *Default settings*. Check also whether the program on the pages below *Layout/TeX* is right. Otherwise verify the TeX-Base-Installation.

Error loading graphics files: Check the *Nota Musica Directory* in the *Default settings* and that there are 19 files with the extension `*.grp` in this directory. If files are missing you need to reinstall Nota Musica.

Toolbar and Play-Dialog will not appear: Install the *Multi Media Presentation Manager* or verify it.

Error messages of the typesetting program (TEX386.EXE):

Error messages with prompt: Enter the character `S` and check the output afterward. It could be that a note is out of the range of a score, or you forgot a bar.

Chapter 14

Planned Features

- Additional functionality for the graphical editor
- support for more file formats for import and export (e.g. WAV)
- IBM VoiceType support

Chapter 15

Nota Musica Hotline

Whether you have questions, need further information, or if you have suggestions for future versions of Nota Musica and this manual, please feel free to contact us by mail:

Johannes Martin Software-Entwicklung
z.Hd. Herrn Ludger Martin
Pfarrer-Dorn-Strasse 26
55127 Mainz
Germany

or send us e-mail at:

`L.Martin@TeamOS2.de`

You can always find up-to-date information on Nota Musica on our home page on the World Wide Web:

`http://www.teamos2.de/software/notamusica`

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