

# HUNoEd: Basic Editing

## Table of Contents

General philosophy.....	1
Entering notes.....	1
Note names.....	1
Note Durations.....	2
Triplets.....	2
Pitch/octave.....	2
Switch beetwen insert and overwrite.....	2
Basic score settings.....	2
Scope of keys, fifths and dividend/divisor.....	3
Texts and musical symbols.....	3

## General philosophy

The basic editing (entering notes, changing notes) is based on **keyboard** commands, not on mouse clicks!

## Entering notes

- enter the **duration** (optional)
- enter an **alteration** (sharp, flat) (optional)
- press a key (combination) for the **pitch** (optional)
- enter a **note name** (mandatory)

Sample: C#2 as a half dotted note, enter:

2.#C (with shift pressed)

## Note names

cdefgab

(For German users: "h" instead of "b" is also allowed)

## Rests

Rests must be entered like a note with space (" ") as note name.

**Multi-measure rests** can be entered via the "Insert/Multi.meas.rest" menu

## Note pitch alterations

# for sharp

- for flat

The basic tonality is always respected. If you have a score in A major/F+ minor (3 sharps) then *g sharp* needs a simple "g" in input.

## Note Durations

1 = whole note  
2 = half note  
4 = quarter note  
8 = eighth note  
6 = 1/16th note  
3 = 1/32 note

See the basic sample above

For "**dotted**" durations: a dot (".") may be appended to the basic duration. The base duration remains active until a new base duration is entered

## Triplets

Enter a minimum of 3 notes, select them, activate menu Edit/Triplet (CTL-T)

## Pitch/octave

Shift: 1 octave higher than normal  
Shift+Cmd: 2 octaves higher than normal  
Alt: 1 octave lower than normal

## Switch between insert and overwrite

When a score is created or loaded the editing mode is insert by default.

You can switch to overwrite mode by pressing the "Insert" key on your keyboard. Switching to overwrite mode is important when chords must be entered ("vertical" note groups).

The respective mode is shown in the title bar of the score window.

## Basic score settings

The basic score settings are defined via menu "File/New". Most of these settings can later be modified via the "Settings" menu.

The most basic score settings are:

key (0=violin, 1= bass, 3 = alto, 3=tenor)

tonality (no. of fifths, 2x. 2=D major, -3=E flat major)  
dividend/divisor (like 6/8, 4/4, 3/4, 3/2 etc)

If you need different keys per part or different tonalities then define first a basic score and modify then the key or tonality via the insert the "Insert/Key" or "Insert/Fifths" menu.

## Scope of keys, fifths and dividend/divisor

The **key** is valid on a system base until the the end of the score or until the next key change

The **fifths** value is valid on a system base until the the end of the score or until the next change of the fifths value

The **dividend/divisor** value s valid on a score base until the the end of the score or until the next change of the fifths value

## Texts and musical symbols

Texts and musical symbols (like segno, coda etc.) are note associated objects.  
Chord symbols like "A major 7" are also associated objects. You enter them via the "Insert" dialog.

If texts, musical symbols or chords must be deleted then set them to an empty string.

These exceptions are score-associated:

- score title
- composer

Score titles and composers can be entered in the "File/New" dialog or later changed or added via the "Text/Add.." menus.