

Score Editor



NUENDO 14

Premium Media Production System

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New Features

The following list informs you about the most important improvements in the Nuendo **Score Editor** and provides links to the corresponding descriptions.

New Features in Version 14.0.0

Highlights

Added Support for Repeat Regions

- You can now insert symbols which indicate that whole bars of musical material are to be repeated. See [Repeat Structures Options](#).
- You can now create regions with rhythmic slashes. See [Inputting Slash Regions](#).
- You can now create regions with numbered bars. See [Creating Numbered Bar Regions](#).

Added Support for Tremolos

- You can now select and input single-note and multi-note tremolos. See [Tremolos](#).

New feature to Lock Layouts

- You can now lock custom layouts to protect them from unintentional changes. See [Locking Layouts](#).

The Layout Settings Now Contain a Bar Numbers Section

- You can now adjust the frequency, position and placement of bar numbers. See [Layout Settings - Bar Numbers Page](#).

New Notation Settings Dialog

- The new **Notation Settings** dialog allows you to change how music is notated. See [Notation Settings Dialog](#).

New View Options for Notes and Rests

- The new view options allow you to show colors for voices, notes out of range and cautionary accidentals as well as to show/hide bar numbers. See [Score Menu View Options for Notes and Rests](#).

Added Respell Commands

- You can now respell notes to allow enharmonic changes. See [Respell Submenu](#).

Grace Note Support

- Selected notes can now be converted into grace notes and vice versa. See [Turning Notes into Grace Notes](#).

Added Import Function for Dorico Projects

- You can now import Dorico projects. See [Importing Dorico Projects](#).

Added Import Function for MusicXML Files

- You can now import MusicXML files. See [Importing MusicXML Files](#).

More New Features

Multi-Track Selection Support in the Instrument Settings Dialog

- You can now edit multiple selected tracks in the **Instruments Settings** dialog. See [Instrument Tab](#).

Added Logical Editor Presets

- You can now use a **Logical Editor** preset to select notes that are assigned to any voice. See [Finding Manual Voice Assignments](#).
- You can now use a **Logical Editor** preset to reset the voice assignment of selected notes. See [Resetting Manual Voice Assignments](#).
- You can now use a **Logical Editor** preset to reset the staff assignment of selected notes. See [Resetting Manual Staff Assignments](#).

Added Logical Editor Functions for Voices

- You can now use **Logical Editor** functions to reassign notes to voices. See [Reassigning Notes to Voices via the Logical Editor](#).

Added Logical Editor Functions for Staves

- You can now use **Logical Editor** functions to select notes that were manually assigned to staves. See [Finding Manual Staff Assignments](#).
- You can now use **Logical Editor** functions to reassign notes to staves. See [Reassigning Notes to Staves via the Logical Editor](#).

Basic Concepts

The Nuendo **Score Editor** allows you to show MIDI notes in MIDI parts as a musical score.

It is basically a MIDI editor that uses music notation as the primary tool to show and edit notes.

The **Score Editor** allows you to:

- Render a beautiful score with as few interactive steps as possible.
- Create parts for session musicians.
- Compose music using notation.
- Export compositions via MusicXML or Dorico project files.

The **Score Editor** in Nuendo relies on sophisticated quantization and transcription algorithms that produce legible notation by default, including the automatic creation of independent polyphonic voices. Publisher-quality music spacing and layout algorithms enable you to write notation, both on screen and on paper.

RELATED LINKS

[Score Editor Window](#) on page 14

[Tracks and Instrument Types](#) on page 6

[Layouts](#) on page 8

[Page View and Fill View](#) on page 9

[Notation Settings Dialog](#) on page 69

MIDI Notes vs. Score Notes

While MIDI notes are defined by their position, length, pitch, and velocity, the **Score Editor** provides further settings and parameters that are required for the interpretation and the display of MIDI notes in a score.

Typical score elements, such as voice differentiation, spelling of notes, note grouping and beaming increase the readability of the score and make it easier for performers to interpret the music.

Tracks and Instrument Types

In Nuendo, each MIDI track that you open in the **Score Editor** is automatically mapped to an instrument type, based on the name of the corresponding MIDI track and the range of the MIDI notes.

As the instrument mapping has an impact on the number of staves and the clef on each staff, voice separation works automatically.

Each instrument type has its own properties, such as notational conventions, transposition properties, tunings, clef, the number of staves, and the type of staff. Having these properties predetermined makes it easier and quicker for you to create new projects.

For transposing instruments such as brass instruments, which produce notes that differ from the ones that are written, Nuendo saves all relevant information in concert pitch and, provided that the part is set to transposed pitch, automatically transposes notes, as appropriate for

the transposition of the instrument. This allows you to record and play back a multi-staff arrangement while scoring each instrument according to its own transposition.

NOTE

Transposition is set automatically, depending on the instrument. The transposition for a trumpet instrument, for example, is automatically set to B \flat .

If you want to change the instrument for the active track manually, you can do so on the **Instrument** tab of the **Layout Settings** dialog or by selecting **Score > Change Instrument Type for Active Track**.

RELATED LINKS

[Score Editor Visibility Tab](#) on page 23
[Tracks Section](#) on page 24
[Showing/Hiding Tracks in the Score Display](#) on page 25
[Selecting Tracks on the Visibility Tab](#) on page 26
[Activating Tracks for Editing](#) on page 25
[Finding Tracks](#) on page 26
[Layout Settings Dialog](#) on page 47
[Instrument Tab](#) on page 64
[Drums and Percussion Instruments](#) on page 117
[Changing Instrument Types](#) on page 67
[Concert Pitch and Transposed Pitch](#) on page 11

Voices

For many instruments, such as flute or trombone, each staff usually contains a single musical line in a single voice that is read from left to right along the staff. When multiple, independent lines must be shown in a single staff, each line can be a separate voice.

One common use for showing multiple voices in a single staff is in vocal music, when the soprano and alto lines share a single staff, and the tenor and bass lines share another staff. Showing each vocal line in its own voice helps to separate the lines, making the music easier to read and the shape of each melodic line clear.

In Nuendo, notes belong to voices. Voices are divided into up-stem voices and down-stem voices. Stems of notes in up-stem voices point upwards, while stems of notes in down-stem voices point downwards. However, in bars where only one voice contains notes, stem directions are automatically changed to the directions they would have if there were only one voice in the staff. By default, the first voice in the staff is up-stem.

Following most notation conventions, rests are shown in bars for all voices that have notes in the bar. If two or more voices have a rest of the same rhythmic duration at the same rhythmic position, that rest is consolidated by default: instead of showing two identical rests, only one is shown.

NOTE

Voices are separated automatically according to the instrument mapping. You can change this by setting up voices and stem directions on the **Instrument** tab of the **Layout Settings** dialog, and, for drums, in the **Drum Map Setup** dialog.

RELATED LINKS

[Instrument Tab](#) on page 64

[Drums and Percussion Instruments](#) on page 117
[Note Input Toolbar](#) on page 19
[Drum Map Setup Dialog](#) on page 118
[Cross Staff Submenu](#) on page 127
[Manually Assigning Notes to Different Voices](#) on page 88
[Finding Manual Voice Assignments](#) on page 89
[Resetting Manual Voice Assignments](#) on page 90

Layouts

In the **Score Editor**, you can add layouts that allow you to specify which tracks are shown in the score display. For each layout, you can configure a number of options that determine how the contained tracks are displayed.

Layouts combine musical content with rules for page formatting and music engraving, and allow you to produce paginated music notation that can be printed or exported into various formats. Part layouts typically only show the music for one instrument. Full score layouts show the music of all instruments in the project.

You can create as many layouts as required.

RELATED LINKS

[Sync Layout and Custom Layouts](#) on page 43
[Score Display](#) on page 22
[Score Editor Visibility Tab](#) on page 23
[Adding Layouts](#) on page 44
[Activating Layouts](#) on page 45
[Removing Layouts](#) on page 46
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[Layout Settings Dialog](#) on page 47
[Layout Tab](#) on page 48
[Exporting Layouts as PDF Files](#) on page 149
[Printing Layouts](#) on page 143
[Exporting Layouts as MusicXML Files](#) on page 147
[Exporting Layouts as Dorico Projects](#) on page 147

Display Quantization

In general, when using quantization, you adjust the actual positions and durations of MIDI notes. Display quantization refers to the interpretation of MIDI notes in the score display.

Quantization

Quantizing means adjusting the positions and durations of MIDI notes and moving them to the nearest grid positions that are musically relevant. This process eliminates small variations in rhythm and duration produced naturally by live performers. Quantization can be useful when importing/exporting MIDI data, as quantized music produces neater notation.

For more information, refer to the **Quantizing MIDI and Audio** chapter of the **Operation Manual**.

Display Quantization

Display quantization determines how MIDI notes are interpreted in the score display. It makes your music as legible as possible. Unlike quantization, display quantization does not affect the actual positions of notes, but the notated rhythms. Note playback is not affected by this.

The new **Score Editor** has an automatic functionality that is designed to produce the most appropriate musical interpretation of the MIDI data. We recommend reserving manual overrides for exceptional cases.

Display Quantize (Track Level)

Each track has its own default **Display Quantize** setting, which generally works well for most of the track. However, there can be sections where a higher or lower value is needed.

You can edit **Display Quantize** values for the selected track on the **Instrument** tab of the **Layout Settings** dialog.

Display Quantize (Event Level)

In situations where the default **Display Quantize** setting of the track must be adjusted, you can add **Display Quantize** events to selected note events. **Display Quantize** events are shown as signposts. You can add **Display Quantize** events to each staff of a grand staff instrument.

RELATED LINKS

[Score Editor Window](#) on page 14

[Layout Settings Dialog](#) on page 47

[Instrument Tab](#) on page 64

[Display Quantize \(Track Level\)](#) on page 67

[Display Quantize \(Event Level\)](#) on page 19

[Display Quantize Events](#) on page 137

[Score Display](#) on page 22

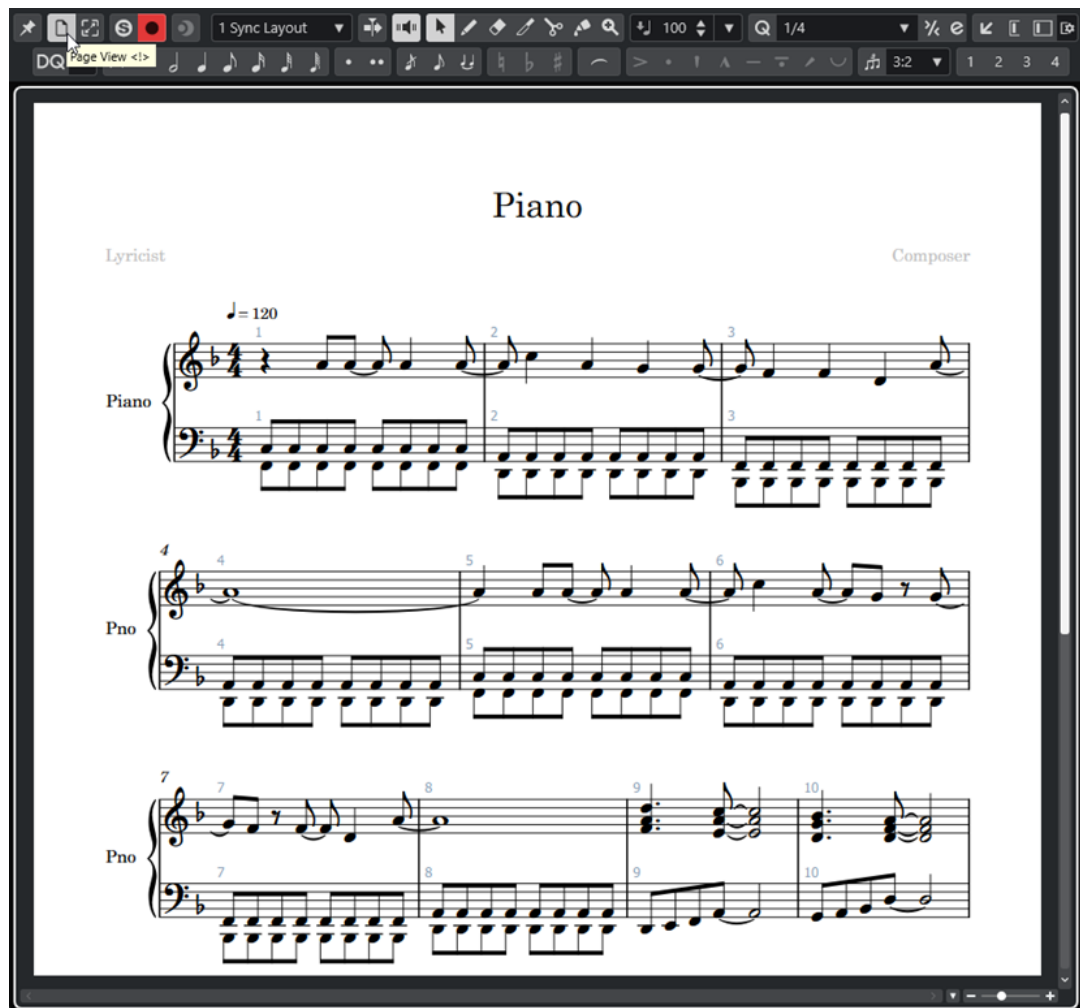
[Signposts](#) on page 12

Page View and Fill View

In Nuendo, you can choose from two different view modes.

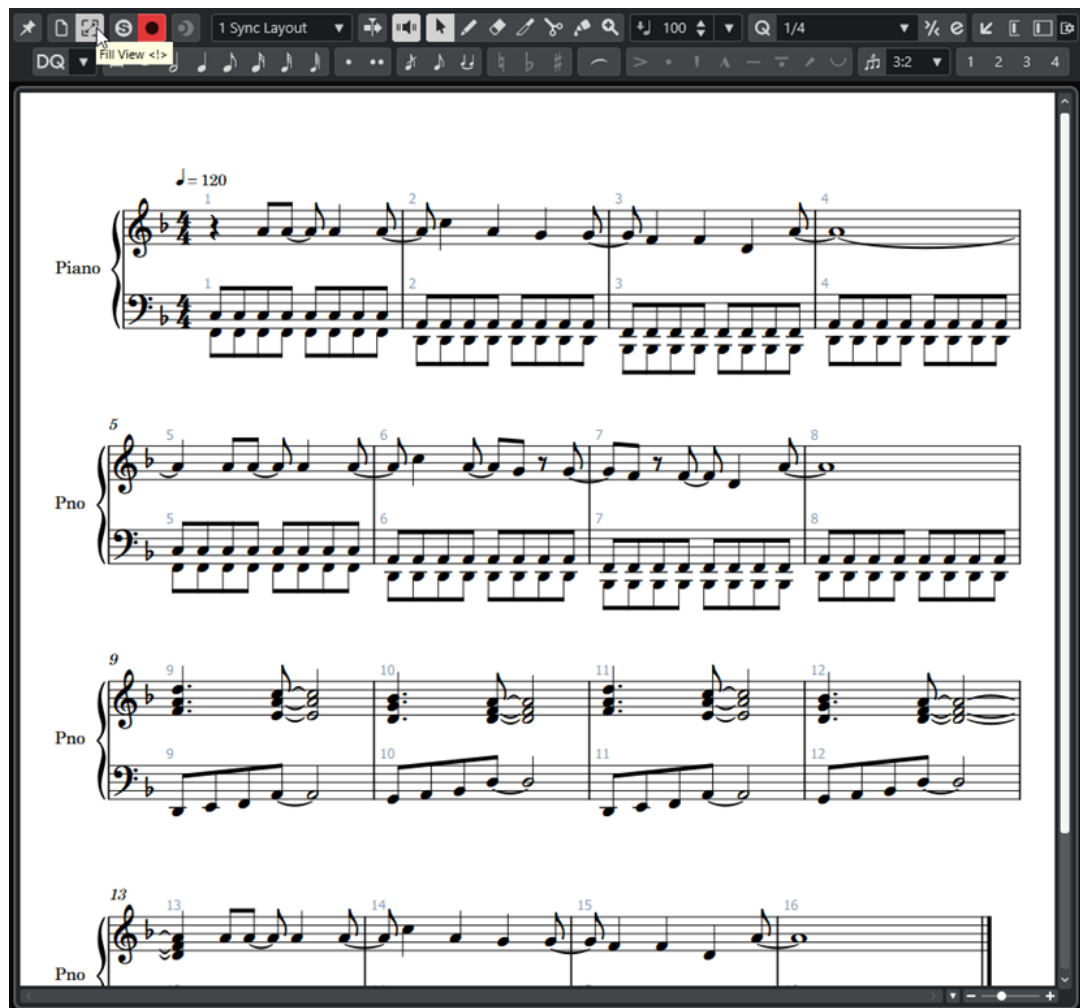
Page View

Page View displays your layout paginated exactly as it appears when you print or export it. This view mode is useful for determining appropriate page turns, for example. It also shows **Project Information**, such as **Title** and **Composer**, that you entered in the **Score Settings** dialog.



Fill View

Fill View lays out all the staves in the current layout on a single continuous page. This view mode is useful when inputting music, as it allows you to focus on the musical content of your project.



NOTE

To switch the view modes, you can also assign key commands to the commands **View Mode: Fill View** and **View Mode: Page View** in the **Score Editor** category of the **Key Commands** dialog.

RELATED LINKS

[View Modes](#) on page 15
[Layout Settings - Vertical Spacing Page](#) on page 62
[Sync Layout and Custom Layouts](#) on page 43
[Score Settings Dialog](#) on page 78

Concert Pitch and Transposed Pitch

Transposition is set automatically, depending on the instrument. You can set your layouts in Nuendo to concert or transposed pitch. Your choice affects the pitches and key signatures on staves belonging to transposing instruments.

Concert pitch

When music is in concert pitch, all notes are written as they sound. This means that players with transposing instruments reading music in concert pitch must transpose the music themselves. For example, if a clarinet in B \flat reads a C in concert pitch, players must play the note D on their instrument to produce the sounding note C.

Transposed pitch

When music is in transposed pitch, the notes written are the ones each instrument must play in order to produce the desired sounding pitch. For example, if a clarinet in B \flat reads a D in transposed pitch, the pitch generated by the instrument is C.

RELATED LINKS

[Transposition](#) on page 51

[Instrument Tab](#) on page 64

[Setting Layouts to Transposed Pitch or Concert Pitch](#) on page 123

Popovers

Popovers allow you to enter lyrics or chord symbols.

When you load the mouse cursor by clicking **Lyrics** or **Chord Symbol** in the **Text** section of the **Symbols** tab and you click in the score display, a popover is shown.



RELATED LINKS

[Text Options](#) on page 41

[Inputting Lyrics](#) on page 113

[Inputting Chord Symbols](#) on page 110

[Chord Symbol Popover Reference](#) on page 111

[Score Display](#) on page 22

Signposts

In Nuendo, signposts indicate the positions of important items or changes that cannot be seen in the printed music, but selected and edited in the score display.

Signposts have different colors depending on the item they mark. They are selectable, meaning that you can use signposts to change properties of items. Selected signposts appear solid, while unselected signposts appear translucent.

Signposts include a text summary of the item to help you identify it.

1 $\text{♩} = 120$ 3 DQ4/4T

Guitar

Drum Set

Bass

NOTE

- Signposts are not printed. You can hide/show all signposts by activating/deactivating **Score > Hide Signposts**. This setting is saved with the project.
- To show/hide signposts, you can also assign a key command to the command **Hide Signposts** in the **Score Editor** category of the **Key Commands** dialog.

RELATED LINKS

[Display Quantize Events](#) on page 137

[Inputting Display Quantize Events](#) on page 139

[Setting Layouts to Transposed Pitch or Concert Pitch](#) on page 123

[Tempo Marks](#) on page 102

[Showing/Hiding Tempo Marks](#) on page 105

[Score Display](#) on page 22

Score Editor Window

The **Score Editor** shows MIDI notes as a musical score. It offers score editing and printing options.

You can open the **Score Editor** in a separate window or in the lower zone of the **Project** window. Opening the **Score Editor** in the lower zone of the **Project** window is useful if you want to access the **Score Editor** functions from within a fixed zone of the **Project** window.

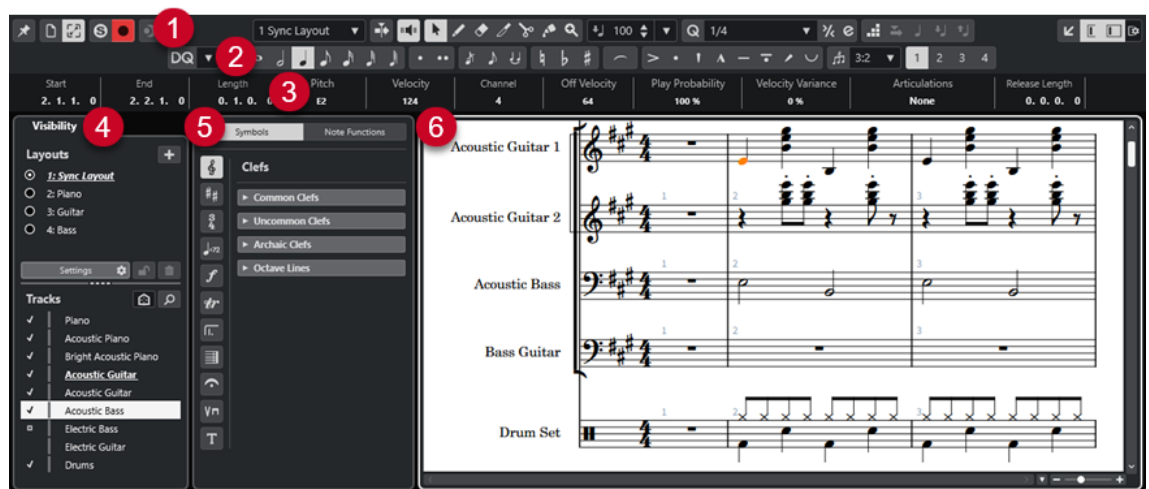
To open a MIDI part in the **Score Editor**, do one of the following:

- Select a MIDI part in the **Project** window, and select **MIDI > Open Score Editor**.
- Select a MIDI part in the **Project** window, and select **Score > Open Score Editor**.
- Select a MIDI part in the **Project** window, and press **Ctrl/Cmd - R**.

NOTE

If you select **MIDI > Set up Editor Preferences**, the **Preferences** dialog opens on the **Editors** page. Specify if you want editors to open in a separate window or in the lower zone of the **Project** window.

The **Score Editor** window:



The **Score Editor** is divided into several sections:

1 Toolbar

Contains tools and allows you to adjust settings.

2 Note Input Toolbar

Contains note value buttons and enharmonic shift buttons.

3 Info Line

Displays note event information about a selected MIDI note.

4 Visibility

The **Layouts** section allows you to create and activate layouts. The **Tracks** section allows you to show/hide supported track types, and to make their parts available in the score display.

5 Left Zone

Contains the **Symbols** tab with the symbols that you can add to the score, and the **Note Functions** tab with the **Transpose**, **Quantize** and **Length** sections known from the **Key Editor**. For more information, refer to the **MIDI Editors** chapter of the **Operation Manual**.

6 Score display

Shows the notes in the edited parts on one or several staves. Parts on different tracks are shown on different staves.

NOTE

You can activate/deactivate separate sections of the **Score Editor** by clicking **Set up Window Layout** on the toolbar and activating/deactivating the corresponding options.

RELATED LINKS

[Score Display](#) on page 22

[Sync Layout and Custom Layouts](#) on page 43

[Score Editor Visibility Tab](#) on page 23

[Score Editor Toolbar](#) on page 15

[Note Input Toolbar](#) on page 19

Score Editor Toolbar

The **Score Editor** toolbar contains tools and various settings for the **Score Editor**.

- To show or hide individual toolbar elements, right-click the toolbar, and activate/deactivate the desired elements.

Keep Editor Contents

Keep Editor Contents



Activate this if you do not want the score display to be updated when you select events or hide tracks in the **Project** window.

View Modes

Page View



Displays your layout paginated exactly as it appears when you print or export it. This view mode is useful for determining appropriate page turns, for example.

Fill View



Lays out all the staves in the current layout on a single continuous page. This view mode is useful when inputting the music, as it allows you to focus on the musical content of your project.

Edit Solo

Solo Editor



Solos the editor during playback when the editor has the focus.

Record in Editor



Enables the recording of MIDI data in the editor when the editor has the focus.

NOTE

This only works if **MIDI Record Mode** is set to **Merge** or **Replace**.

Retrospective Record

Insert MIDI Retrospective Recording in Editor



Allows you to recover MIDI notes that you have played in stop mode or during playback.

Left Divider

Left Divider

Allows you to use the left divider. Tools that are placed to the left of the divider are always shown.

Layouts

Layouts

1 Sync Layout ▼

Allows you to select, add, and edit layouts.

Auto-Scroll

Auto-Scroll



Keeps the project cursor in view during playback.

Acoustic Feedback

Acoustic Feedback



Automatically plays back notes when you move or transpose them, or when you create them by drawing.

Tool Buttons

Object Selection



Selects notes and parts.

Draw



Allows you to input items that are activated on the **Note Input** toolbar or on the **Symbols** tab.

The **Draw** tool is automatically selected when you select an item from the **Symbols** tab. This indicates that clicking the score display adds the selected item.

Erase



Deletes score objects.

Trim



Trims notes.

Glue



Glues together notes of the same pitch.

Zoom



Zooms in. To zoom out, hold **Alt/Opt** and click.

Split



Splits notes.

Quantize

Apply Quantize



Applies the quantize settings.

Quantize Presets



Allows you to select a quantize or a groove preset.

Soft Quantize On/Off



Activates/Deactivates soft quantize.

Open Quantize Panel



Opens the **Quantize Panel**.

Step/MIDI Input

Step Input



Activates/Deactivates MIDI step input.

Move Insert Mode



Moves all notes that are located to the right of the step input position further to the right, to make room for any notes that you insert.

NOTE

This only works if **Step Input** is activated.

Record Pitch



Includes the pitch when you insert notes.

Record NoteOn Velocity



Includes the NoteOn velocity when you insert notes.

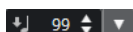
Record NoteOff Velocity



Includes the NoteOff velocity when you insert notes.

Note Insert Velocity

Note Insert Velocity



Allows you to specify a velocity value for new notes.

Right Divider

Right Divider

Allows you to use the right divider. Tools that are located to the right of the divider are always shown.

Window Zone Controls

Open in Separate Window



This button is exclusively available in the lower zone editor. It opens the editor in a separate window.

Open in Lower Zone



This button is exclusively available in the editor window. It opens the editor in the lower zone of the **Project** window.

Show/Hide Editor Visibility



Shows/Hides the **Visibility** tab.

Show/Hide Left Zone



Shows/Hides the **Symbols** tab and the **Note Functions** tab.

Set up Window Layout



Allows you to set up the window layout.

RELATED LINKS

[Page View and Fill View](#) on page 9

[Score Editor Window](#) on page 14

Preventing Automatic Updates of the Editor View

You can prevent the editor display from updating when you select events or hide tracks in the **Project** window.

The option **Keep Editor Contents (Don't follow Project window event selection)** bypasses the function **Editor Content Follows Event Selection**, which is by default activated in the **Preferences** dialog (**Editors** page). With **Editor Content Follows Event Selection** activated, any events that you select in the **Project** window are displayed in the editor.

PROCEDURE

1. Open the **Score Editor**.
2. On the toolbar, activate **Keep Editor Contents (Don't follow Project window event selection)**.

RESULT

When you now select an event or a part in the **Project** window, the score display and the selection in the **Tracks** section of the **Visibility** tab do not follow.

NOTE

- **Keep Editor Contents (Don't follow Project window event selection)** is automatically deactivated when you close the **Score Editor** window or the lower zone editor.
- If you deactivate **Editor Content Follows Event Selection** in the **Preferences** dialog (**Editors** page) and you open the **Score Editor** window or the lower zone editor, **Keep Editor Contents (Don't follow Project window event selection)** is automatically activated.
- **Keep Editor Contents (Don't follow Project window event selection)** is not applied to tracks that you create in or remove from the **Project** window.

RELATED LINKS

[Score Editor Visibility Tab](#) on page 23
[Score Display](#) on page 22

Note Input Toolbar

The **Note Input** toolbar contains additional tools for your score.

- To show the **Note Input** toolbar, click **Set up Window Layout** on the toolbar, and activate **Note Input** toolbar.

Left Divider

Left Divider

Allows you to use the left divider. Tools that are located to the left of the divider are always shown.

Display Quantize (Event Level)

Display Quantize



Opens the **Display Quantize** panel, which allows you to set up and enter display quantize events that override the display quantize settings of the track.

NOTE

- By default, MIDI data is interpreted automatically, based on the **Instrument Type** that is selected, allowing for natural timing variations of the performance. Voices are automatically separated for tracks that can be detected as keyboard or guitar instruments.
- Setting a **Display Quantize** value does not alter the MIDI notes in any way. It only affects the note display in the **Score Editor**.

Note Length

Note Length



If the **Draw** tool is active, this option allows you to select a note value for note input.

If the **Object Selection** tool is active and you select a note in the score, the tools that correspond to the current duration of the selected note are activated. You can change the note's duration by activating different tools.

Rhythm Dot

Rhythm Dot



Contains buttons that allow you to create dotted rhythms by extending the note duration by 50% or 75%.

Grace Notes and Ties

Grace Notes and Ties



Contains buttons that allow you to activate/deactivate grace notes and ties.

Accidental

Accidental



Contains buttons that allow you to input an accidental for the selected note, to indicate that the pitch of a note has been altered so that it does not conform to the prevailing key signature. You can input **Natural**, **Flat**, and **Sharp** accidentals.

Slur

Slur



Contains the **Slur** button that allow you to join notes to indicate legato articulation and phrasing.

Articulations

Articulations



Contains buttons that allow you to input articulations for the selected note.

Tuplet

Tuplet



Inputs a triplet based on the selected note duration.

Voice

Voice



Shows the voices of the active staff. You can activate a voice button to insert notes into that voice.

Right Divider

Right Divider

Allows you to use the right divider. Tools that are located to the right of the divider are always shown.

RELATED LINKS

- [Score Editor Window](#) on page 14
- [Display Quantization](#) on page 8
- [Display Quantize Events](#) on page 137
- [Display Quantize Panel](#) on page 138

Score Editor Info Line

The **Score Editor** info line shows values and properties of selected notes.

Info Line for Selected Notes

- To show the info line for notes, select the events with the **Object Selection** tool, click **Set up Window Layout** on the toolbar, and activate **Info Line**.

NOTE

If several notes are selected, the values for the first note are displayed in a different color.

Start	End	Length	Pitch	Velocity	Channel	Off Velocity
29. 1. 1. 2	29. 1. 2. 9	0. 0. 1. 7	D#4	120	1	111
Play Probability	Velocity Variance	Articulations	Release Length	Voice	Text	
100 %	0 %	None	0. 0. 0. 0	--		

The values for **Start**, **End**, and **Length** are displayed in the selected ruler time format.

The values for **Velocity** and **Off Velocity** can be displayed in high resolution. In the **Preferences** dialog (**Editing—MIDI** page), set up the **High Resolution Display Range** and the **High Resolution Display Format**.

NOTE

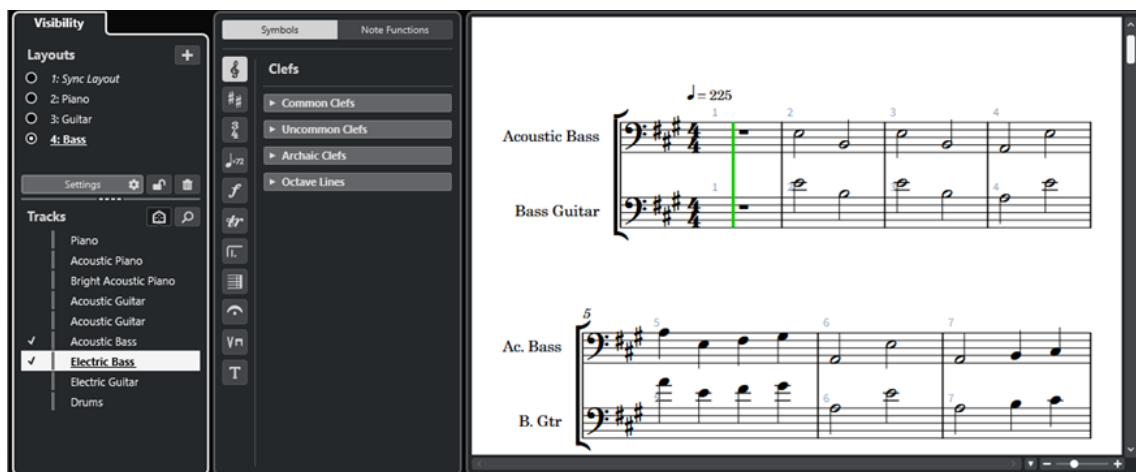
The on/off status of the info line in the **Score Editor** window and on the **Editor** tab in the lower zone of the **Project** window are independent of each other.

RELATED LINKS

[Changing Note Pitches](#) on page 88

Score Display

The main area of the **Score Editor** window shows the notes in edited parts on one or several staves. Parts on different tracks are displayed on different staves.



- The **Visibility** tab allows you to select the parts that you want to be visible in the score display and the ones that you want to set as active, for editing purposes.
- If you edit parts on several tracks, they are put on a grand staff. A grand staff is composed of multiple staves that are tied together by barlines.
- The number of bars that are displayed on the screen depends on the size of the window and the number of notes in each bar.
- The end of the last part is indicated by a double barline.

RELATED LINKS

[Score Editor Window](#) on page 14

[Sync Layout and Custom Layouts](#) on page 43

[Score Editor Visibility Tab](#) on page 23

[Rhythmic Grid](#) on page 81

[Caret](#) on page 80

Zooming In/Out of the Score Display

You can change the zoom level in the score display.


PROCEDURE

- In the score display, do one of the following:
 - On the **Score Editor** toolbar, activate the **Zoom** tool, and click to zoom in one step, or hold down **Alt/Opt** and click to zoom out one step.
 - At the bottom right of the **Score Editor**, click **Zoom Presets**, and select one of the options from the **Zoom** pop-up menu.
-

Score Editor Visibility Tab

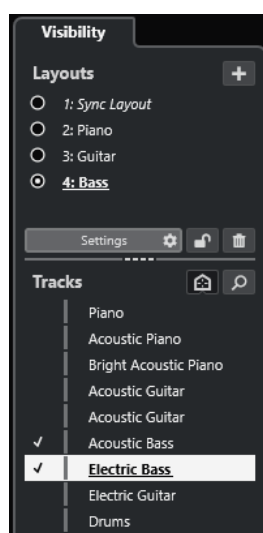
The **Visibility** tab in the **Score Editor** allows you to show/hide supported track types, and to make their parts available in the score display.

To show the **Visibility** tab, do one of the following:

- Open the **Score Editor** in the lower zone of the **Project** window. At the top of the left zone, click **Visibility**. At the bottom of the left zone, click **Editor**.
- Open the **Score Editor** in a separate window. On the toolbar, click **Show/Hide Editor Visibility** .
- Open the **Score Editor** in a separate window. On the toolbar, click **Set up Window Layout**, and activate **Visibility**.

NOTE

Any visibility changes in the editor only affect the visibility in the editor itself, not the track visibility in the **Project** window.



The **Visibility** tab contains the following sections:

Layouts Section

The **Layouts** section allows you add layouts for the current track combination, that is, the tracks that are shown in the score display.

Add Layout

Opens a dialog that allows you to save a combination of tracks in the score display as a new layout.

List of available layouts

By default, only the **Sync Layout** is available. If you create your own layouts, they are listed as well.

Settings

Opens the **Layout Settings** dialog, which allows you to set up the layout for paginated music notation that can be printed or exported in various formats. The settings are saved for each layout separately.

Remove Layout

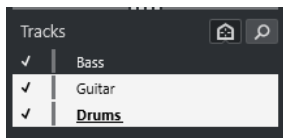
Removes the selected layout.

NOTE

You cannot remove the **Sync Layout**.

Tracks Section

The **Tracks** section allows you to select tracks to display and edit them in the score display.



Set Track Visibility Agents



Allows you to set a track visibility agent to filter the tracks.

Find Tracks



Opens a selector that allows you to search for specific tracks. If you select a track via the selector, it is shown, activated, and selected on the **Visibility** tab. The corresponding parts are added to the score display and activated for editing.

Show/Hide track



Clicking to the left of the track name shows/hides the track from/in the score display. Showing a track automatically activates it.

Select track



Clicking the track name in the **Tracks** section selects the track and activates it for editing.

The track selection in the **Project** window follows.

Activate Track for Editing



Double-clicking a track name activates the corresponding track for editing, and shows it in the score display.

NOTE

Note events that you input by recording or via **Step Input** are inserted on the active track.

RELATED LINKS

[Score Editor Window](#) on page 14

[Score Display](#) on page 22

[Sync Layout and Custom Layouts](#) on page 43

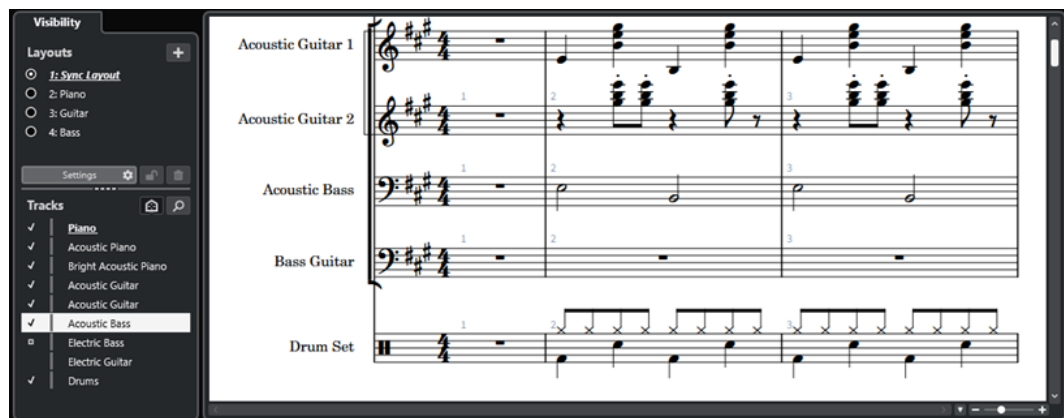
[Layout Tab](#) on page 48

[Showing/Hiding Tracks in the Score Display](#) on page 25

[Activating Tracks for Editing](#) on page 25

Showing/Hiding Tracks in the Score Display

The **Visibility** tab shows a list of all the tracks whose note events you can show/hide in the score display.



- To show/hide a track in the score display, check/uncheck it by clicking to the left of the track name.
- To show/hide several tracks at the same time, select them, and press **Return**.
- To exclusively show one particular track, double-click the track name, or **Shift**-click to the left of the track name.
- To expand or collapse a folder, click the track name of the folder or the triangle to its left.

NOTE

Showing a track automatically activates it.

If you did not select all parts of a track when opening the editor window, a rectangle instead of a check mark is displayed for this track in the **Tracks** section of the **Visibility** tab. This indicates that not all parts of that track are visible in the score display. You can click the rectangle to show all parts of the track.

At least one track must be activated.

NOTE

Tracks that are hidden in the **Project** window or tracks or folders that are empty, locked, or that contain locked events or parts, cannot be shown in the editor.

RELATED LINKS

[Score Editor Visibility Tab](#) on page 23

[Score Display](#) on page 22

Activating Tracks for Editing

Specific editing operations, such as **Step Input** or some **Score** menu commands, affect only the track that is activated for editing.

PROCEDURE

1. In the **Project** window, select the MIDI parts that you want to view and the MIDI parts that you want to edit.
2. Open the **Score Editor**.

3. Do one of the following:

- In the **Tracks** section of the **Visibility** tab, click the name of the track that you want to activate.
- In the score display, click a note event of the track that you want to activate.

RESULT

The track is now activated for editing in the score display, and all editing operations only affect the events on this track.

RELATED LINKS

[Score Editor Visibility Tab](#) on page 23

[Score Display](#) on page 22

[Inputting Notes via Step Input](#) on page 84

Selecting Tracks on the Visibility Tab

You can select tracks in the **Tracks** section of the **Visibility** tab.

PROCEDURE

1. Open the **Score Editor**.
2. On the **Visibility** tab, do one of the following:
 - To select a track, click its track name, or use the **Up Arrow** / **Down Arrow**.
 - To select multiple tracks, press **Shift**, and click their track names, or use the **Up Arrow** / **Down Arrow**.
 - To select multiple tracks that are not next to each other, press **Ctrl/Cmd**, and click their track names.

NOTE

Clicking the track names in the **Tracks** section also activates the tracks for editing.

RESULT

The tracks are selected.

RELATED LINKS

[Activating Tracks for Editing](#) on page 25

Finding Tracks

The **Find Tracks** function allows you to search for specific tracks. This is useful if your project contains many supported track types and you want to quickly find and activate a specific track in the **Tracks** section of the **Visibility** tab.

PROCEDURE

1. Click **Find Tracks** at the top of the **Tracks** section of the **Visibility** tab to open a selector that lists all supported tracks.
2. In the search field, enter the name of the track.
As you type, the selector updates automatically.

3. In the selector, select the track.

RESULT

The selector closes, and the track is shown, activated, and selected in the **Tracks** section of the **Visibility** tab. The corresponding parts are added to the score display and activated for editing.

RELATED LINKS

[Score Editor Visibility Tab](#) on page 23
[Activating Tracks for Editing](#) on page 25
[Score Display](#) on page 22

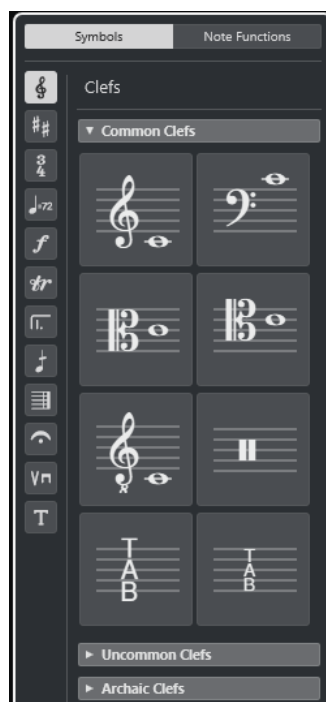
Score Editor Symbols Tab

The **Symbols** tab is located in the left zone of the **Score Editor**. It contains symbols that you can add to the score.

- To show the **Symbols** tab in the **Score Editor** window, click **Show/Hide Left Zone** on the toolbar.

NOTE

For the lower zone editor, the symbols are shown in the **Editor Inspector** in the left zone of the **Project** window.



- To show the symbol sections, click a button.

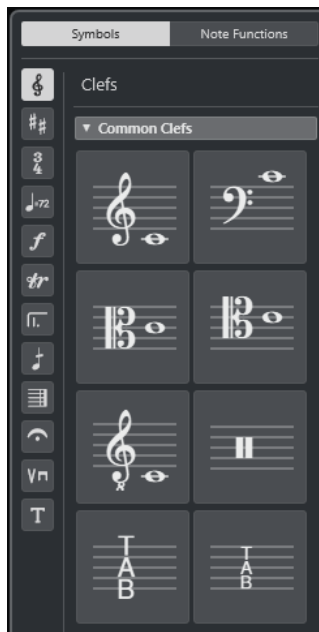
Clefs Options

The **Clefs** options on the **Symbols** tab allow you to insert clef symbols at the start of every system. Clefs determine the name and pitch of the notes on each line of the staff.

- To show the **Clefs** options, activate **Clefs** on the **Symbols** tab.

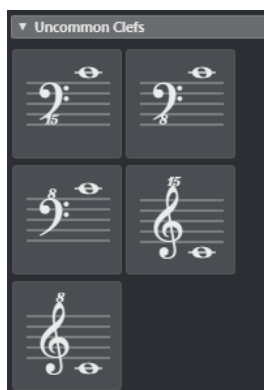
The following clef types are available:

Common Clefs



Contains the clefs that you are most likely to need, including treble clef and bass clef.

Uncommon Clefs



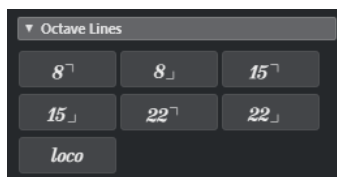
Contains less frequently used clefs, such as a treble clef octave above.

Archaic Clefs



Contains clefs that are hardly used any more, such as the *Mezzo-soprano Clef*, *Baritone Bass Clef*, and *Sub-bass Clef*.

Octave Lines



Contains octave lines that indicate where notes are played higher/lower than they appear in the score or part, and a *loco* marking.

RELATED LINKS

[Score Editor Symbols Tab](#) on page 27

[Inputting Clefs](#) on page 95

[Notation Settings - Clefs Page](#) on page 74

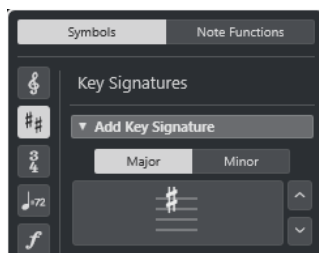
Key Signatures Options

The **Key Signatures** options on the **Symbols** tab allow you to add key signatures. Key signatures are markings that show the current key of music by indicating which notes in the scale are sharpened or flattened for the particular key. They are shown at the start of each system, on every applicable staff.

- To show the **Key Signatures** options, activate **Key Signatures** on the **Symbols** tab.

The following options are available:

Add Key Signature



Allows you to set the key signature to **Major** or **Minor**. You can use the **More Sharps/Fewer Flats** and **Fewer Sharps/More Flats** controls to add or remove sharp or flat accidentals from the key signature. You can click the displayed key signature to load the mouse cursor and click the score display to create a key signature event.

RELATED LINKS

[Score Editor Symbols Tab](#) on page 27

[Inputting Key Signatures](#) on page 95

[Score Display](#) on page 22

[Notation Settings - Key Signatures Page](#) on page 75

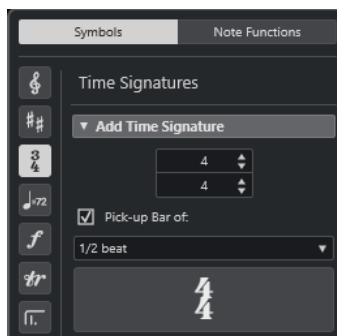
Time Signatures Options

The **Time Signatures** options on the **Symbols** tab allow you to choose from common time signatures or to create your own time signatures.

- To show the **Time Signatures** options, activate **Time Signatures** on the **Symbols** tab.

The following options are available:

Add Time Signature

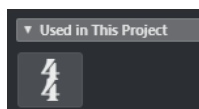


Allows you to add a custom time signature by setting a **Numerator** that specifies the number of beats in each bar for the time signature, and a **Denominator** that specifies the beat duration for the time signature.

You can click the displayed time signature to load the mouse cursor and click the score display to create a time signature event.

The **Pick-up Bar of** option is a display option that allows you to hide the first beats of the current time signature. The length is defined in beats relative to the time signature.

Used in this Project



Displays the time signatures that are currently used in the project.

Common



Allows you to choose from a range of common time signatures, such as 4/4, 3/4, 6/8, and 7/8.

RELATED LINKS

[Score Editor Symbols Tab](#) on page 27

[Inputting Time Signatures](#) on page 97

[Layout Settings - Time Signatures Page](#) on page 58

[Notation Settings - Time Signatures Page](#) on page 77

[Score Display](#) on page 22

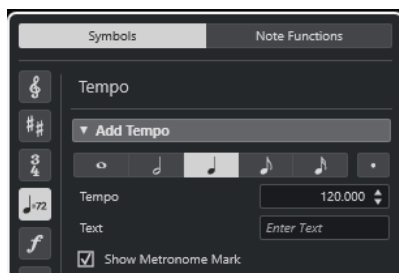
Tempo Options

The **Tempo** options on the **Symbols** tab allow you to choose from presets of common tempos or to create your own custom tempo.

- To show the **Tempo** options, activate **Tempo** on the **Symbols** tab.

The following options are available:

Add Tempo



Allows you to add a custom tempo, a metronome mark, or a combination of both. You can select a **Tempo** value, add descriptive **Text**, and activate **Show Metronome Mark**. You can click **Add Tempo** to load the mouse cursor and click in the score display to create a tempo event.

NOTE

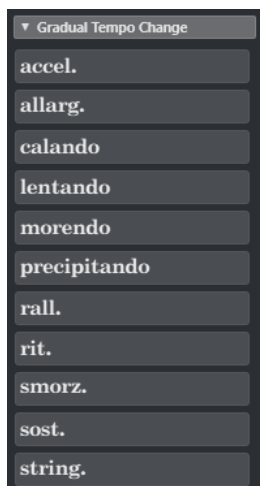
If you input non-quarter note beat units, the **Tempo** value is scaled. For example, if you input a half note with a **Tempo** value of 60, the resulting tempo is 120 (quarter notes/min).

Absolute Tempo Change

▼ Absolute Tempo Change	
Larghissimo	24
Grave	36
Largo	56
Lacrimoso	60
Lamentoso	60
Larghetto	60
Lento	60
Malinconico	60

Allows you to choose from tempo presets that initiate a defined change in tempo with both an Italian tempo indication and a metronome mark. Metronome marks show the speed of the music, indicated in beats per minute, or "bpm".

Gradual Tempo Change



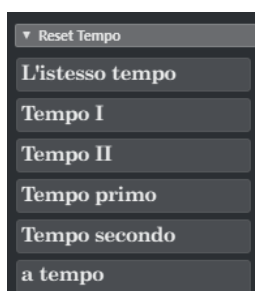
Allows you to choose from tempo presets that indicate a change in tempo over a defined period of time, such as *rallentando* or *accelerando*. They are not defined by a metronome mark.

Relative Tempo Change



Allows you to choose from tempo presets that indicate a change in tempo that is relative to the previous tempo, such as *mosso* (movement, or with movement). They are not defined by a metronome mark.

Reset Tempo



Allows you to choose from tempo presets that indicate a return to the previous tempo, such as *A tempo*, or a previously defined tempo, such as *Tempo primo*.

RELATED LINKS

[Inputting Tempo Marks](#) on page 103
[Score Editor Symbols Tab](#) on page 27
[Score Display](#) on page 22

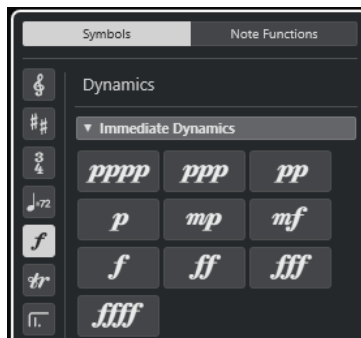
Dynamics Options

The **Dynamics** options on the **Symbols** tab allow you to choose from a range of dynamic symbols that indicate the loudness of the music.

- To show the **Dynamics** options, activate **Dynamics** on the **Symbols** tab.

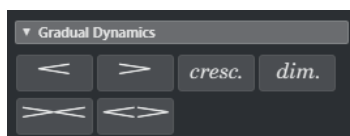
The following options are available:

Immediate Dynamics



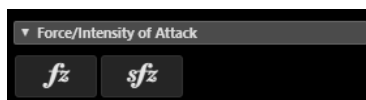
Allows you to choose from immediate dynamics, such as *p* and *f*.

Gradual Dynamics



Allows you to choose from gradual dynamics, such as crescendo and diminuendo hairpins.

Force/Intensity of Attack



Allows you to select *fz* or *sfz*.

RELATED LINKS

[Score Editor Symbols Tab](#) on page 27

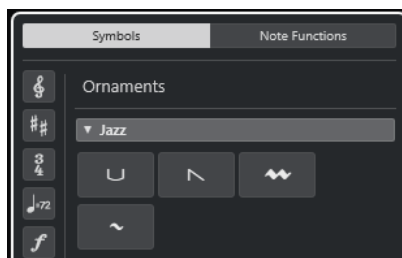
Ornaments Options

The **Ornaments** options on the **Symbols** tab allow you to choose from a wide range of symbols, that is, markings which indicate that multiple notes are played in addition to the notated pitch. Ornaments are used to decorate music.

- To show the **Ornaments** options, activate **Ornaments** on the **Symbols** tab.

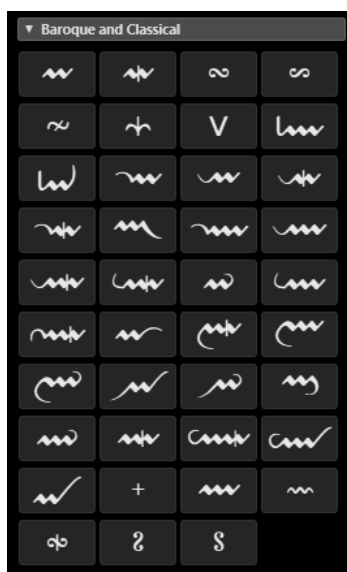
The following options are available:

Jazz



Allows you to select ornaments and pitch alterations commonly used in jazz music, such as bends.

Baroque and Classical



Allows you to select ornaments commonly used in baroque and classical music, such as mordents, turns, and trills.

RELATED LINKS

[Score Editor Symbols Tab](#) on page 27

Repeat Structures Options

The **Repeat Structures** options on the **Symbols** tab allow you to select and insert symbols which indicate that whole bars of musical material are to be repeated.

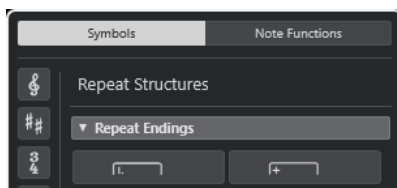
NOTE

Repeat structures do not affect playback in Nuendo, they are merely display options. After exporting your score and opening it in Dorico, however, they are interpreted during playback.

- To show the **Repeat Structures** options, activate **Repeat Structures** on the **Symbols** tab.

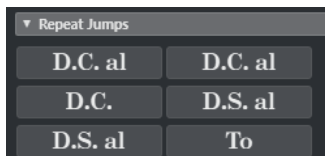
The following options are available:

Repeat Endings



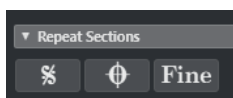
Allows you to specify which bars are played at the end of a repetition.

Repeat Jumps



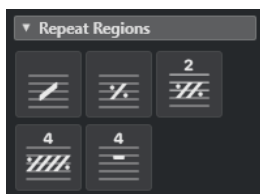
Allows you to specify the position from which players or playback must jump, such as *D.C. al* or *D.S. al*.

Repeat Sections



Allows you to specify the destinations for jumps, such as *Segno* or *Coda*, or to indicate where you want the music to end, such as *Fine*.

Repeat Regions



Allows you to create repeat regions where rhythmic slashes are inserted on each beat, as well as single bar, two bar, and four bar repeats. In part layouts, you can also create numbered bar regions. These can help performers keep track of how many bars have passed when playing repetitive music.

NOTE

The **Numbered Bar Region** symbol can only be used in part layouts, and only with a part selected.

RELATED LINKS

[Score Editor Symbols Tab](#) on page 27

[Inputting Slash Regions](#) on page 98

[Creating Numbered Bar Regions](#) on page 101

[Adding Layouts](#) on page 44

Tremolos

The **Tremolos** options on the **Symbols** tab allow you to select and input both single-note and multi-note tremolos.

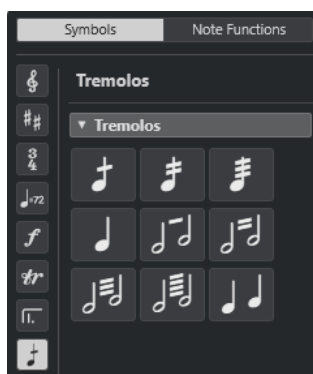
NOTE

If you want to input multi-note tremolos, you must select at least two notes that are in the same voice, have the same duration, and are notated using a single notehead. The notes can also be tuplets and cross-staff notes.

- To show the **Tremolos** options, activate **Tremolos** on the **Symbols** tab.

The following options are available:

Tremolos



Allow you to insert single and multi-note tremolos. To add a multi-note tremolo, load the mouse, and click on the first note of the intended pair. To remove tremolos from notes, use **Remove Single-note Tremolo** or **Remove Multi-note tremolo**.

RELATED LINKS

[Score Editor Symbols Tab](#) on page 27

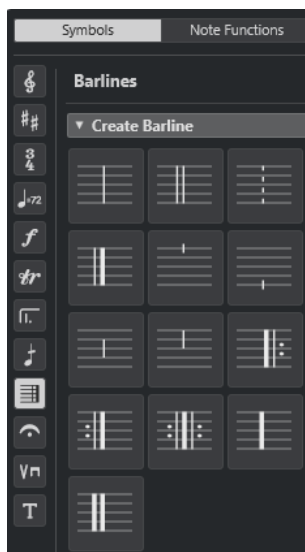
Barlines Options

The **Barlines** options on the **Symbols** tab allow you to select and insert symbols that cross staves in order to show how music is divided into bars, according to the time signature.

- To show the **Barlines** options, activate **Barlines** on the **Symbols** tab.

The following options are available:

Barlines



Allows you to choose from various types of barlines, such as single, double, final, end repeat, and start repeat lines.

RELATED LINKS

[Score Editor Symbols Tab](#) on page 27

Holds and Pauses Options

The **Holds and Pauses** options on the **Symbols** tab allow you to select and insert symbols that show where the established rhythmic flow of the music is interrupted, either with a moment of repose or a short silence, before continuing.

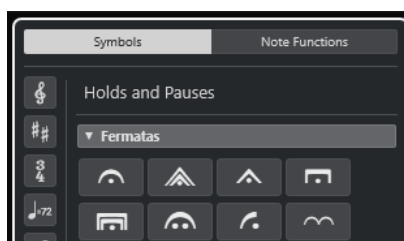
NOTE

Holds and pauses do not affect playback in Nuendo, they are merely display options. After exporting your score and opening it in Dorico, however, they are interpreted during playback.

- To show the **Holds and Pauses** options, activate **Holds and Pauses** on the **Symbols** tab.

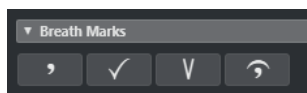
The following options are available:

Fermatas



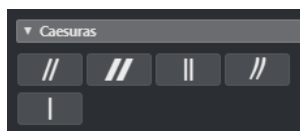
Allows you to choose from different types of fermatas, which indicate that a note is held for longer than its notated length, affecting the whole ensemble.

Breath Marks



Allows you to choose from different types of breath marks that show suitable spaces for players to breathe, or suggest how the music is phrased to create a similar effect.

Caesuras



Allows you to choose from different types of caesuras, which indicate that a note is sustained for its full value and is followed by a break in sound before continuing.

RELATED LINKS

[Score Editor Symbols Tab](#) on page 27

Playing Techniques Options

The **Playing Techniques** options on the **Symbols** tab allow you to add instructions to tell performers to modify the sound of the notes that they are playing.

- To show the **Playing Techniques** options, activate **Playing Techniques** on the **Symbols** tab.

The following options are available:

Common



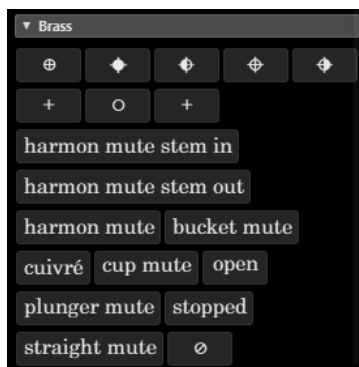
Allows you to choose from commonly used playing techniques that also apply to multiple different instrument families, such as "mute" and "legato".

Wind



Allows you to choose from playing techniques that are typically only used for wind instruments, such as “key clicks” and “whistle tone”.

Brass



Allows you to choose from playing techniques that are typically only used for brass instruments, such as “cup mute” and “stopped”.

Unpitched Percussion



Allows you to choose from playing techniques that are typically only used for unpitched percussion instruments, such as “rim” and “scrape”.

Pitched Percussion



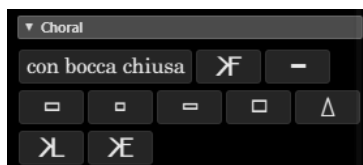
Allows you to choose from playing techniques that are typically only used for pitched percussion instruments, such as “motor on” and “½ Ped.” for vibraphones.

Keyboard



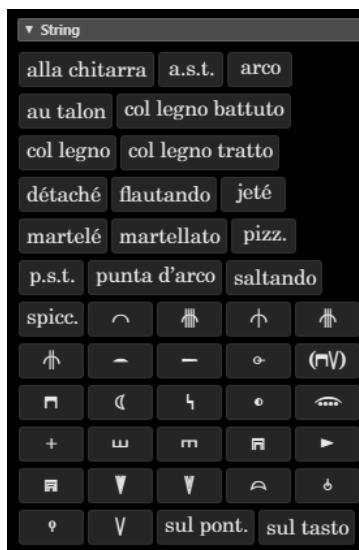
Allows you to choose from playing techniques that are typically only used for keyboard instruments.

Choral



Allows you to choose from playing techniques that are typically only used for the voice, such as “mouth open” and “tongue click”.

String



Allows you to choose from playing techniques that are typically only used for string instruments, such as “arco” and “pizz”.

Guitar



Allows you to choose from playing techniques that are typically only used for guitars and fretted instruments, such as string indicators, “half barré”, and “strum up”.

RELATED LINKS

[Score Editor Symbols Tab](#) on page 27

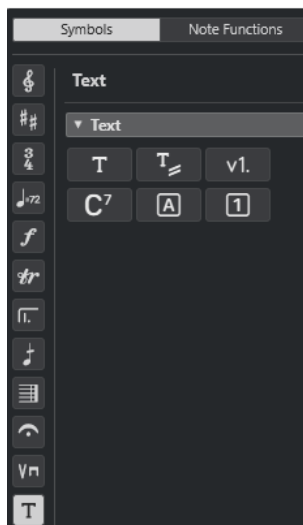
Text Options

The **Text** options on the **Symbols** tab allow you to select and insert text items.

- To show the **Text** options, activate **Text** on the **Symbols** tab.

The following options are available:

Text



Text

Allows you to input text items.

System Text

Allows you to input text items that apply to all staves and appear in all applicable layouts.

Lyrics

Allows you to input lyrics, that is, text that is sung by singers. Lyrics are organized into lyric lines.

Chord Symbols

Allows you to input chord symbols that describe the vertical harmony of the music at a specific moment. They are frequently used in jazz and pop music, where players often improvise around chord progressions.

Rehearsal Marks

Allows you to input rehearsal marks, that is, sequential letters or numbers that indicate significant changes in the music. Rehearsal marks are created and incremented automatically when you add more rehearsal marks. They do not have any effect on playback.

RELATED LINKS

[Score Editor Symbols Tab](#) on page 27

[Popovers](#) on page 12

[Inputting Lyrics](#) on page 113

[Inputting Text](#) on page 115

Setting Up the Score Display

You can set up all the fundamental elements of the score display, such as layouts, instruments, and fonts.

Sync Layout and Custom Layouts

In the **Score Editor**, you can add layouts to define which tracks are displayed, similar to the **Track Visibility Configurations** in the **Project** window. Layouts allow you to configure a number of options that affect the track display.

Sync Layout

By default, only the **Sync Layout** is available. It contains the tracks that you selected in the **Project** window when opening the **Score Editor**.

NOTE

Making visibility changes, that is, showing/hiding tracks, affects the active layout. If you do not want to change or edit a custom layout, you can activate the **Sync Layout** manually, or you can activate lock your custom layout.

If **Lock Layout** is activated and you change the track visibility, the **Sync Layout** is automatically activated so that the locked layout is not affected by any layout changes.

When the **Sync Layout** is active, you can set the score display so that it follows the MIDI part selection in the **Project** window event display by deactivating **Keep Editor Contents**.

TIP

If you do not want the score display to change when editing in the **Project** window, activate **Keep Editor Contents**.

Custom Layouts

Custom layouts help you to produce paginated music notation that you can print and export. They allow you to present the music for one or multiple MIDI tracks. You can add layouts to create a different look for the same track or a set of tracks. This is useful if you want to print the entire score or to extract a musical part from a full score, for example. You can add as many layouts as required.

Selecting a custom layout automatically activates **Keep Editor Contents**. This ensures that selecting events or hiding tracks in the **Project** window does not update the score display.

RELATED LINKS

[Layouts](#) on page 8

[Locking Layouts](#) on page 45

[Score Editor Window](#) on page 14


[Score Display](#) on page 22

[Score Editor Visibility Tab](#) on page 23

[Layout Settings Dialog](#) on page 47

Adding Layouts

PROCEDURE

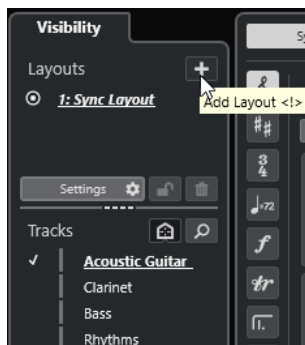
1. On the **Score Editor** toolbar, activate **Show/Hide Editor Visibility** .
2. Optional: If you already created custom layouts, do one of the following:
 - Select the custom layout, and activate **Lock Layout**.
This automatically activates **Sync Layout** when you change the track visibility.
 - Click **Sync Layout** to activate it.

Activating **Sync Layout** prevents you from overwriting any custom layouts.

NOTE

The **Add Layout** function creates a duplicate of the selected layout. If you select a locked custom layout when clicking **Add Layout**, the new layout is unlocked for editing.

3. In the **Tracks** section of the **Visibility** tab, click to the left of the names of the tracks that you want to add to the layout.
4. In the **Layouts** section of the **Visibility** tab, click **Add Layout**.



5. In the **Add Layout** dialog, enter a name for the new layout.
6. Select a **Layout Type**.
The layout type defines the default options for the display of specific score elements. You can choose between **Full Score** and **Part Layout**.

NOTE

The **Layout Type** cannot be changed afterwards.

7. Click **OK**.

RESULT

Your layout is saved and added to the list in the **Layouts** section of the **Visibility** tab.

NOTE

- If you change the number of tracks that are contained in a layout by adding or removing tracks, the layout is automatically updated.
- To add layouts, you can also assign a key command to the command **Layout: Add Layout** in the **Score Editor** category of the **Key Commands** dialog.

AFTER COMPLETING THIS TASK

- Open the **Layout Settings** dialog to choose from different options for adjusting your layout.
- Lock your layout to prevent overwriting.

RELATED LINKS

[Sync Layout and Custom Layouts](#) on page 43

[Locking Layouts](#) on page 45

[Layout Type](#) on page 50

[Score Editor Visibility Tab](#) on page 23

[Layout Settings Dialog](#) on page 47

Locking Layouts

You can lock custom layouts to prevent them from being accidentally edited or changed.

PREREQUISITE

You have added at least one custom layout.

PROCEDURE

1. On the **Score Editor** toolbar, activate **Show/Hide Editor Visibility**.
2. In the **Layouts** section of the **Visibility** tab, select the custom layout that you want to lock.
3. Activate **Lock Layout**.

RESULT

The selected layout is locked until you unlock it again. When you make changes to the track visibility of the locked layout, the **Sync Layout** is automatically activated so that the locked layout is not affected by any layout changes.

RELATED LINKS

[Sync Layout and Custom Layouts](#) on page 43

[Adding Layouts](#) on page 44

Activating Layouts

You can activate and switch between different layouts in the **Score Editor**.

PREREQUISITE

You have added several layouts.

PROCEDURE

1. On the **Score Editor** toolbar, activate **Show/Hide Editor Visibility**.
2. In the **Layouts** section of the **Visibility** tab, click the layout that you want to activate.

RESULT

The activated layout is shown in the score display.

NOTE

To switch between layouts, you can also assign key commands to the commands **Layout: Switch to Layout 1-8** in the **Score Editor** category of the **Key Commands** dialog.

RELATED LINKS

- [Adding Layouts](#) on page 44
- [Sync Layout and Custom Layouts](#) on page 43
- [Score Editor Visibility Tab](#) on page 23
- [Showing/Hiding Tracks in the Score Display](#) on page 25

Rearranging Layouts

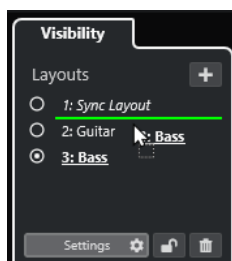
You can change the order of layouts in the **Layouts** section of the **Visibility** tab. Rearranging layouts in the list does not affect the position of the tracks in your project.

PREREQUISITE

You have added more than one layout.

PROCEDURE

1. On the **Score Editor** toolbar, activate **Show/Hide Editor Visibility**.
2. In the **Layouts** section of the **Visibility** tab, select the layout whose position you want to change.



3. Drag the selected layout upwards or downwards in the list.

RESULT

The selected layout is moved to the new position.

RELATED LINKS

- [Sync Layout and Custom Layouts](#) on page 43
- [Adding Layouts](#) on page 44
- [Score Editor Visibility Tab](#) on page 23

Removing Layouts

You can remove layouts that you no longer need from the **Layouts** section of the **Visibility** tab. Removing layouts does not remove any tracks or parts from your project.

PREREQUISITE

You have added at least one layout.

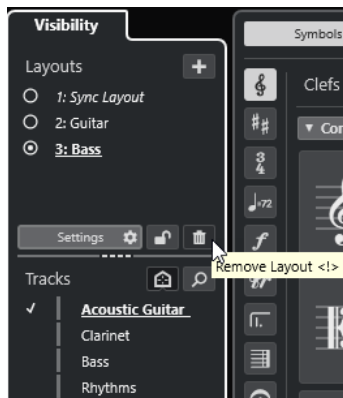
PROCEDURE

1. On the **Score Editor** toolbar, activate **Show/Hide Editor Visibility**.
2. In the **Layouts** section of the **Visibility** tab, select the layout that you want to remove.

NOTE

You cannot remove the **Sync Layout**.

3. Click **Remove Layout**.



RESULT

The selected layout is removed.

RELATED LINKS

[Sync Layout and Custom Layouts](#) on page 43

[Adding Layouts](#) on page 44

[Score Editor Visibility Tab](#) on page 23

Layout Settings Dialog

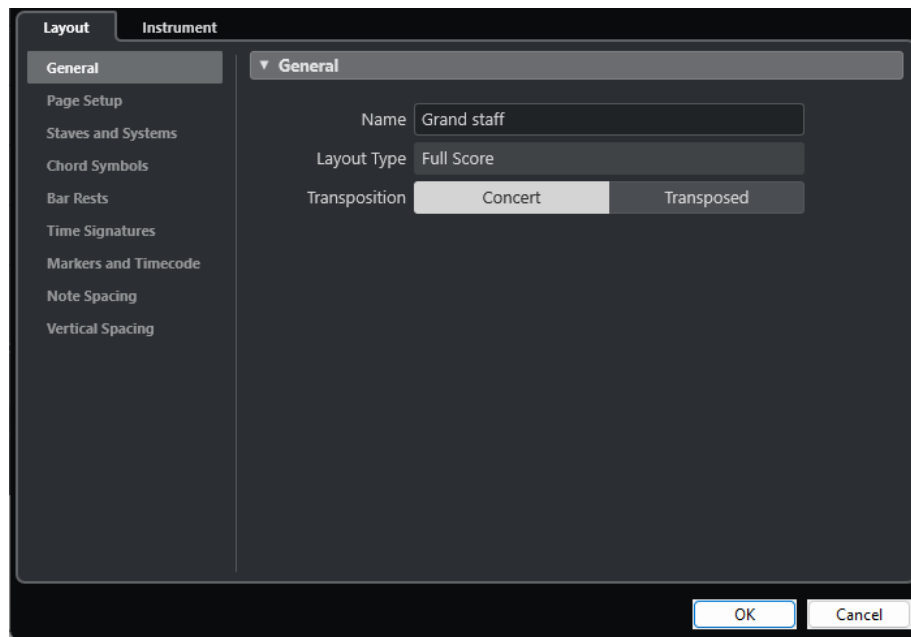
The **Layout Settings** dialog allows you to change various aspects of each layout independently.

NOTE

Options in **Layout Settings** affect only the selected layouts, but apply to all tracks in those layouts. Any changes apply to the current project only.

To open the **Layout Settings** dialog, do one of the following:

- Select **Score > Layout Settings**.
- On the **Score Editor** toolbar, click the **Layout** field to open the **Layouts** pane, and click **Settings**.
- On the **Visibility** tab of the **Score Editor**, click **Settings**.



The **Layout Settings** dialog contains the following tabs:

Layout

Allows you to change various aspects of each layout, such as page size, staff size or margins, and how the music appears and is laid out, for example in terms of note spacing or staff labels.

Instrument

Allows you to view and manually change the instrument type for a track. You can also access voice and quantize settings.

NOTE

When you first open a MIDI part in the **Score Editor**, Nuendo automatically maps an instrument to it, based on the name of the corresponding MIDI track and the range of the MIDI notes. This has an impact on the number of staves and the clef on each staff.

If you change the instrument type manually, the new mapping is applied permanently.

RELATED LINKS

[Layout Tab](#) on page 48

[Instrument Tab](#) on page 64

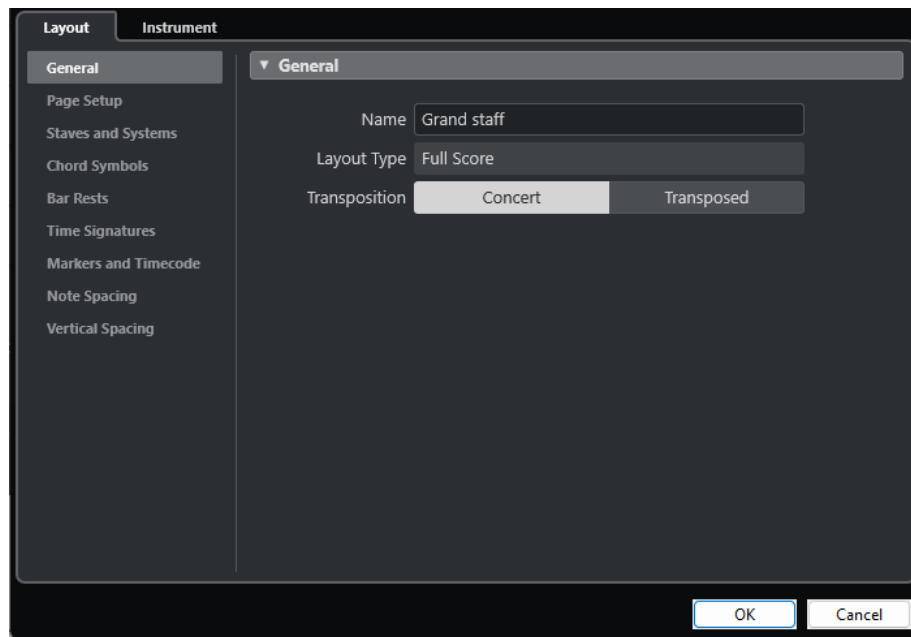
[Basic Concepts](#) on page 6

Layout Tab

On the **Layout** tab, you can change various aspects of each layout, such as page size, staff size, or margins, and how the music appears and is laid out, such as note spacing or staff labels.

To open the **Layout** tab, do one of the following:

- Select **Score > Layout Settings**.
- On the **Score Editor** toolbar, click the **Layout** field to open the **Layouts** pane, and click **Settings**. In the **Layout Settings** dialog, click **Layout**.
- On the **Visibility** tab of the **Score Editor**, click **Settings**. In the **Layout Settings** dialog, click **Layout**.



The **Layout** tab contains the following pages:

General

Allows you to adjust general settings, such as layout name, and transposition.

Page Setup

Allows you to set the page size, the distance between staff lines, and the page margins.

Staves and Systems

Allows you to specify how to display staff labels, and to define the number of bars per system as well as the systems per page.

Chord Symbols

Allows you to adjust the position and placement of chord symbols.

Bar Rests

Allows you to define how to show/hide bar rests and whether to consolidate empty bars into multi-bar rests.

Time Signatures

Allows you to specify how to display time signatures.

Markers and Timecode

Allows you to adjust the position of markers and timecodes.

Note Spacing

Allows you to adjust the positions of notes and rests relative to each other, and the automatic gaps between them.

Vertical Spacing

Allows you to set the staff visibility for empty staves.

RELATED LINKS

[Layout Settings Dialog](#) on page 47

[Score Editor Visibility Tab](#) on page 23

[Layout Settings - General Page](#) on page 50

[Layout Settings - Page Setup Page](#) on page 51

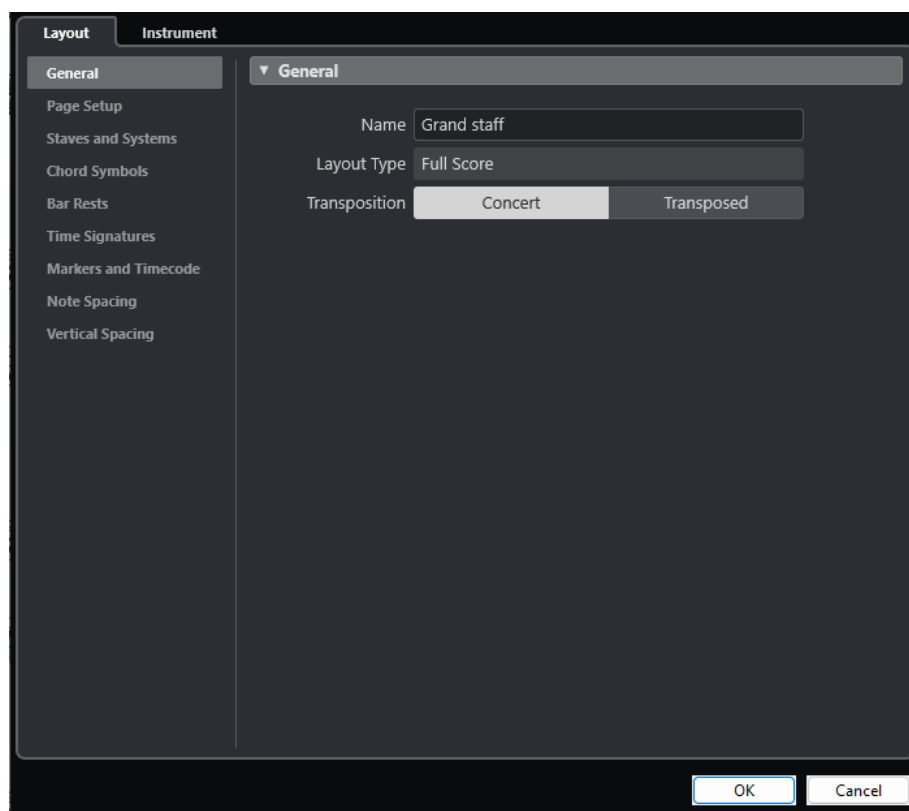
[Layout Settings - Staves and Systems Page](#) on page 53
[Layout Settings - Chord Symbols Page](#) on page 54
[Layout Settings - Bar Rests Page](#) on page 57
[Layout Settings - Time Signatures Page](#) on page 58
[Layout Settings - Note Spacing Page](#) on page 61
[Layout Settings - Vertical Spacing Page](#) on page 62

Layout Settings - General Page

The **General** page on the **Layout** tab of the **Layout Settings** dialog allows you to adjust general settings.

To open the **General** page, do one of the following:

- Select **Score > Layout Settings**. Click **General**.
- On the **Score Editor** toolbar, click the **Layout** field to open the **Layouts** pane, and click **Settings**. In the **Layout Settings** dialog, click **Layout**, and then **General**.
- On the **Visibility** tab of the **Score Editor**, click **Settings**. In the **Layout Settings** dialog, click **Layout**, and then **General**.



The following options are available:

Name

Allows you to enter or change the name of the active layout.

Layout Type

The layout type that defines the default options for the display of specific score elements, such as the stave size and the appearance of instrument labels.

NOTE

The **Layout Type** that you selected when adding the layout cannot be changed afterwards.

Full Score layouts typically include all tracks of a project. Full score layouts are concert pitch by default.

Part layouts are designed for single instruments. They are transposed pitch by default.

Transposition

Shows the transposition type for the active layout:

Concert notates the notes as they sound.

Transposed notates the pitches that the instrument plays, rather than the desired sounding pitch. This is especially important for transposing instruments.

NOTE

Pitches are only shown as transposed if the **Transposed Pitch** view option is activated in the **Score** menu.

The transposition is set automatically, depending on the instrument. The transposition for a trumpet instrument, for example, is automatically set to B \flat by default.

RELATED LINKS

[Concert Pitch and Transposed Pitch](#) on page 11

[Setting Layouts to Transposed Pitch or Concert Pitch](#) on page 123

[Adding Layouts](#) on page 44

Layout Settings - Page Setup Page

The **Page Setup** page on the **Layout** tab of the **Layout Settings** dialog allows you to adjust the page size, the distance between staff lines and the page margins.

To open the **Page Setup** page, do one of the following:

- Select **Score > Layout Settings**. Click **Page Setup**.
- On the **Score Editor** toolbar, click the **Layout** field to open the **Layouts** pane, and click **Settings**. In the **Layout Settings** dialog, click **Layout**, and then **Page Setup**.
- On the **Visibility** tab of the **Score Editor**, click **Settings**. In the **Layout Settings** dialog, click **Layout**, and then **Page Setup**.

Layout **Instrument**

General

Page Setup

Page Size

Space Size

Page Margins

Music Margins

Page Numbers

Staves and Systems

Chord Symbols

Bar Rests

Time Signatures

Markers and Timecode

Note Spacing

Vertical Spacing

Page Size

Size A4

Width 209.55 mm

Height 296.69 mm

594.00 x 841.00pt = 210 x 297mm

Orientation Portrait Landscape

Space Size

Rastral Size Size 3 (7.0mm)

Space Size 1.75 mm

19.84pt = 7.0mm Staff

Page Margins

Page Margins Same Different Mirrored

Top 14.82 mm

Bottom 14.82 mm

Left 14.82 mm

Right 14.82 mm

0.00 mm

0.00 mm

0.00 mm

0.00 mm

Music Margins

Top 14.11 mm

Bottom 10.58 mm

Page Numbers

Initial Number 1

Use Number

Visibility Always Shown

OK Cancel

TIP

You can set up your preferred unit of measurement in the **Preferences** dialog (**Score Editor** page).

The following sections are available:

Page Size

Allows you to define the page size and/or orientation of your layout.

Space Size

Allows you to specify the **Rastral Size**, that is, the size of the full staff, measured from the bottom line to the top line, and the **Space Size**, that is, the distance between two staff lines.

Page Margins

Allows you to adjust the margins at the four edges of pages and the boundary of the content on them.

Music Margins

Allows you to define the margins at the top and bottom of the music score. **Top** allows you to change the margin between the top edges and the top staff line of the highest staff. **Bottom** allows you to change the margin between the bottom edges and the bottom staff line of the lowest staff.

Page Numbers

Allows you to determine if and how page numbers are shown in your layout.

RELATED LINKS

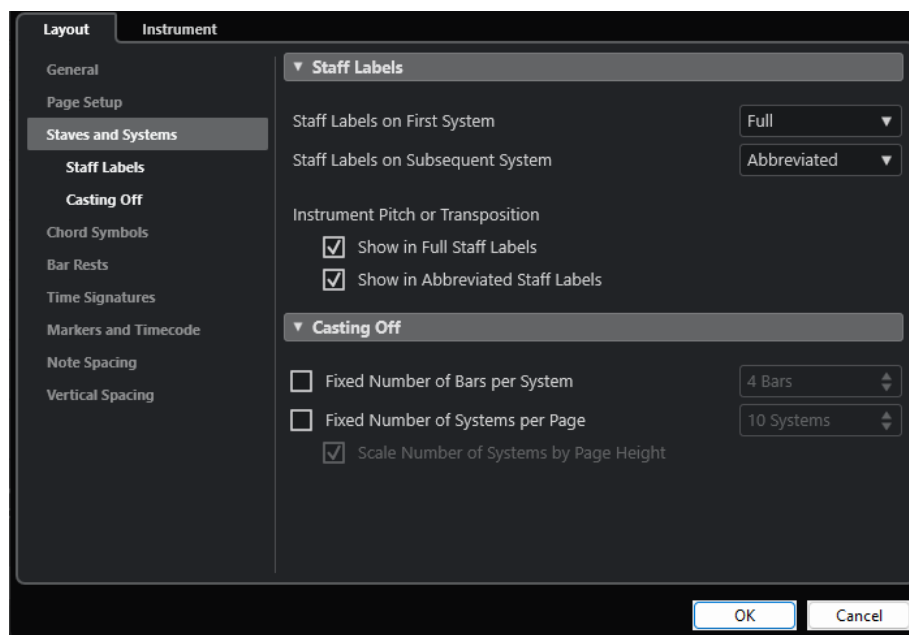
[Score Editor Preferences](#) on page 78

Layout Settings - Staves and Systems Page

The **Staves and Systems** page on the **Layout** tab of the **Layout Settings** dialog allows you to specify how staff labels are shown, and to define the number of bars per system, as well as the systems per page.

To open the **Staves and Systems** page, do one of the following:

- Select **Score > Layout Settings**. Click **Staves and Systems**.
- On the **Score Editor** toolbar, click the **Layout** field to open the **Layouts** pane, and click **Settings**. In the **Layout Settings** dialog, click **Layout**, and then **Staves and Systems**.
- On the **Visibility** tab of the **Score Editor**, click **Settings**. In the **Layout Settings** dialog, click **Layout**, and then **Staves and Systems**.



The following sections are available:

Staff Labels

Allows you to show full or abbreviated instrument names in staff labels, or to hide all staff labels entirely, for each layout independently.

Casting Off

Fixed Number of Bars per System allows you to determine the number of bars that you want included in each system, for each layout independently.

Fixed Number of Systems per Page allows you to determine the number of systems that you want included in each music page in each layout independently.

NOTE

If you activate **Scale Number of Systems by Page Height**, the number of systems on each page is adjusted according to the height of the page.

RELATED LINKS

[System Breaks](#) on page 134

[Setting Layouts to Transposed Pitch or Concert Pitch](#) on page 123

[Creating an Empty MIDI Part](#) on page 81

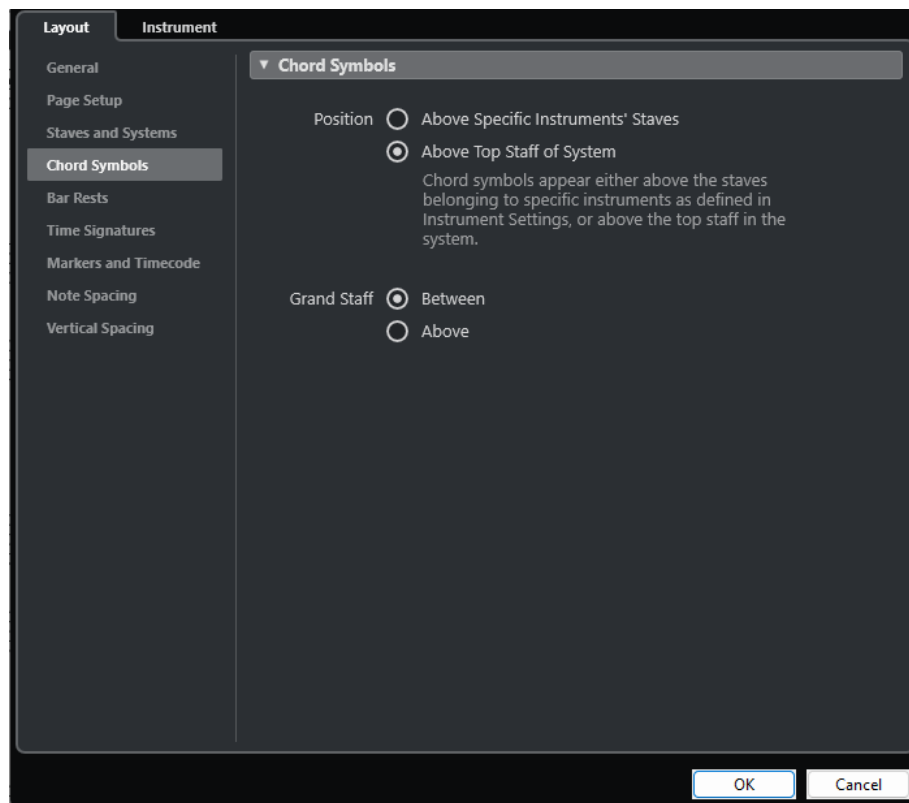
[Editing Staff Labels](#) on page 135

Layout Settings - Chord Symbols Page

The **Chord Symbols** page on the **Layout** tab of the **Layout Settings** dialog allows you to adjust the position and placement of chord symbols.

To open the **Chord Symbols** page, do one of the following:

- Select **Score > Layout Settings**. Click **Chord Symbols**.
- On the **Score Editor** toolbar, click the **Layout** field to open the **Layouts** pane, and click **Settings**. In the **Layout Settings** dialog, click **Layout**, and then **Chord Symbols**.
- On the **Visibility** tab of the **Score Editor**, click **Settings**. In the **Layout Settings** dialog, click **Layout**, and then **Chord Symbols**.



The following options are available:

Position

Above Specific Instruments' Staves shows chord symbols above the staves of specific instruments.

Above Top Staff of System shows chord symbols above the top staff of each system.

Grand Staff

Allows you to show chord symbols between (**Between**) or above (**Above**) the staves of grand staff instruments.

RELATED LINKS

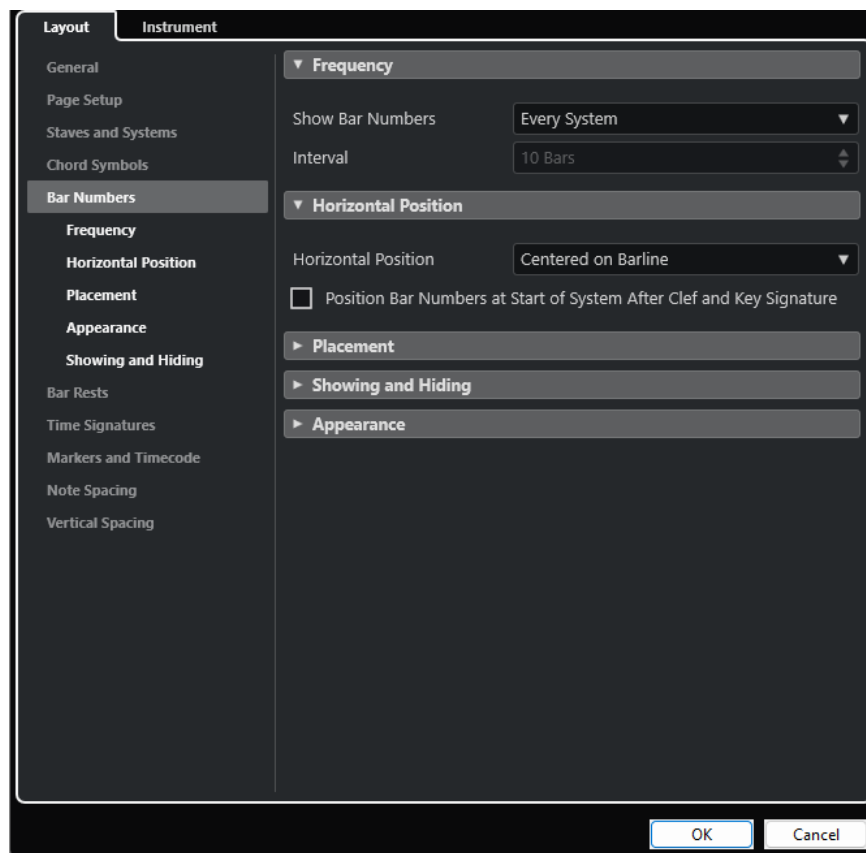
[Inputting Chord Symbols](#) on page 110

Layout Settings - Bar Numbers Page

The **Bar Numbers** page on the **Layout** tab of the **Layout Settings** dialog allows you to adjust the frequency, position, and placement of bar numbers.

To open the **Bar Numbers** page, do one of the following:

- Select **Score > Layout Settings**. Click **Bar Numbers**.
- On the **Score Editor** toolbar, click the **Layout** field to open the **Layouts** pane, and click **Settings**. In the **Layout Settings** dialog, click **Layout**, and then **Bar Numbers**.
- On the **Visibility** tab of the **Score Editor**, click **Settings**. In the **Layout Settings** dialog, click **Layout**, and then **Bar Numbers**.



The following sections are available:

Frequency

The **Show Bar Numbers** menu allows you to show bar numbers at different frequencies or to hide them completely:

- **Every System** shows bar numbers at the start of each system.
- **Every n Bars** allows you to specify the number of bars via the **Interval** setting.
- **Every Bar** shows bar numbers at every bar.
- **None** hides all bar numbers.

NOTE

These settings **Layout Settings** do affect the printed output. To show/hide bar numbers for editing only without affecting the printed output, activate/deactivate **Score > Bar Numbers**.

Horizontal Position

Allows you to change the horizontal position of bar numbers:

- **Centered on Barline** shows bar numbers centered on barlines at the start of bars.
- **Centered on Bar** shows bar numbers in the middle of bars.
- **Left-Aligned on Barline** shows bar numbers left-aligned on barlines at the start of bars.

Position Bar Numbers at Start of System After Clef and Key Signature shows bar numbers after clef and key signatures.

Placement

Allows you to change the placement of bar numbers:

- **Show Above Top Staff of System**
Shows bar numbers above each system.
- **Show Below Bottom Staff of System**
Shows bar numbers below each system.
- **Minimum Distance from Staff**
Allows you to set the minimum distance between bar numbers and the staff.
- **Minimum Distance from Other Objects**
Allows you to set the minimum distance between bar numbers and other objects.
- **Placement Relative to Dynamics**
Allows you to specify whether bar numbers that are horizontally positioned on barlines are placed inside or outside of dynamics.
- **Align Bar Numbers Across Width of System**
Automatically aligns bar numbers vertically within systems, with their position determined by the bar number furthest from the staff.
- **Avoid Collisions**
Automatically avoids collisions with other items by positioning bar numbers further from the staff than your minimum distance values.

Showing and Hiding

Allows you to change the show/hide status of bar numbers at objects:

- **Show Bar Numbers at Rehearsal Marks**
Shows bar numbers at rehearsal marks. By default, rehearsal marks are shown in a rectangular enclosure so that they cannot be confused with bar numbers.
- **Show Bar Numbers at Time Signature at System Object Positions**
Shows bar numbers at time signatures shown at system object positions.
- **Show First Bar Number When Shown Every Bar**
Shows the first bar number when bar numbers are shown on every bar.
- **Show Bar Number at Start of System for Bar Split Over Break**
Shows bar numbers for bars that are split at system breaks at the start of the next system.
- **Show Ranges of Bar Numbers Under Multi-Bar Rests and Consolidated Bar Repeats**
Shows bar number ranges under multi-bar rests and consolidated bar repeats.
- **Show Normal Bar Number If Coincident with Start of Multi-Bar Rest Showing Range**
Shows bar number range beneath multi-bar rests and consolidated bar repeats.
- **Show Rehearsal Marks Below Bottom Staff**
Shows rehearsal marks below the bottom staff.
- **Show Bar Numbers at Start of Codas**
Shows bar numbers at the start of codas.

Appearance

Allows you to change the enclosure type for bar numbers:

- **None**
Shows bar numbers without enclosures.
- **Rectangle**
Shows bar numbers in a rectangular enclosure.
- **Circle**
Shows bar numbers in a circular enclosure.

RELATED LINKS

[Creating Numbered Bar Regions](#) on page 101

[Repeat Structures Options](#) on page 34

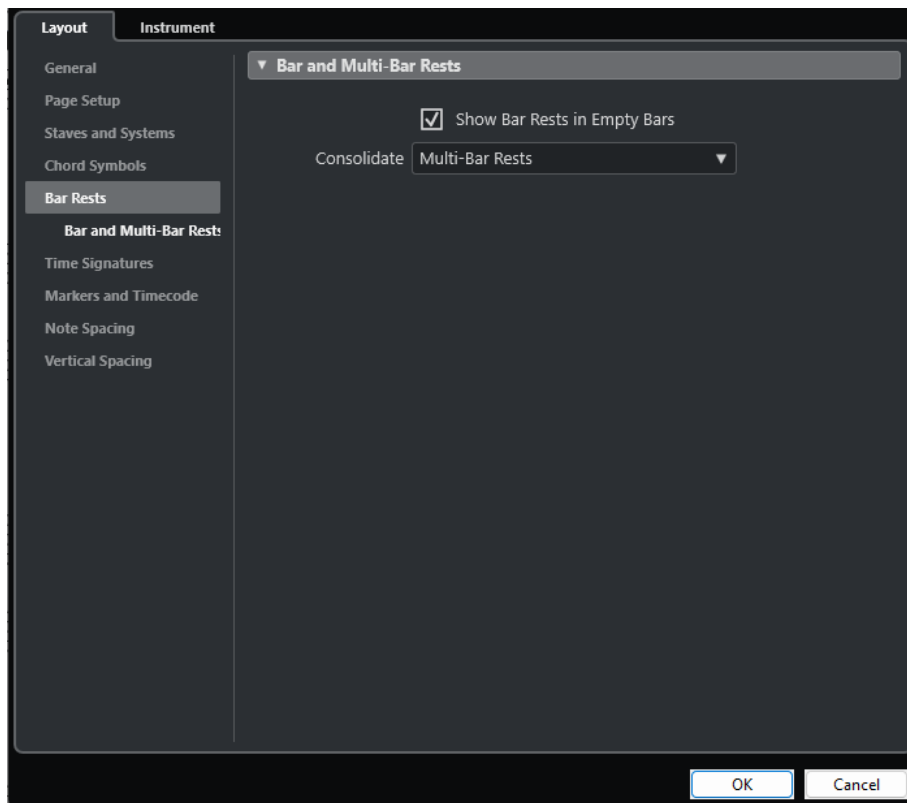
[Score Menu View Options for Notes and Rests](#) on page 79

Layout Settings - Bar Rests Page

The **Bar Rests** page on the **Layout** tab of the **Layout Settings** dialog allows you to hide/show bar rests and/or consolidate empty bars.

To open the **Bar Rests** page, do one of the following:

- Select **Score > Layout Settings**. Click **Bar Rests**.
- On the **Score Editor** toolbar, click the **Layout** field to open the **Layouts** pane, and click **Settings**. In the **Layout Settings** dialog, click **Layout**, and then **Bar Rests**.
- On the **Visibility** tab of the **Score Editor**, click **Settings**. In the **Layout Settings** dialog, click **Layout**, and then **Bar Rests**.



The following options are available:

Show Bar Rests in Empty Bars

Allows you to hide/show bar rests in empty bars in your layout.

Consolidate

Allows you to hide/show multi-bar rests in each layout independently, and to choose whether or not to consolidate one-bar repeats. Selecting **None** hides multi-bar rests in the selected layouts. Selecting **Multi-Bar Rests** consolidates adjacent empty bars into multi-bar rests in the selected layouts.

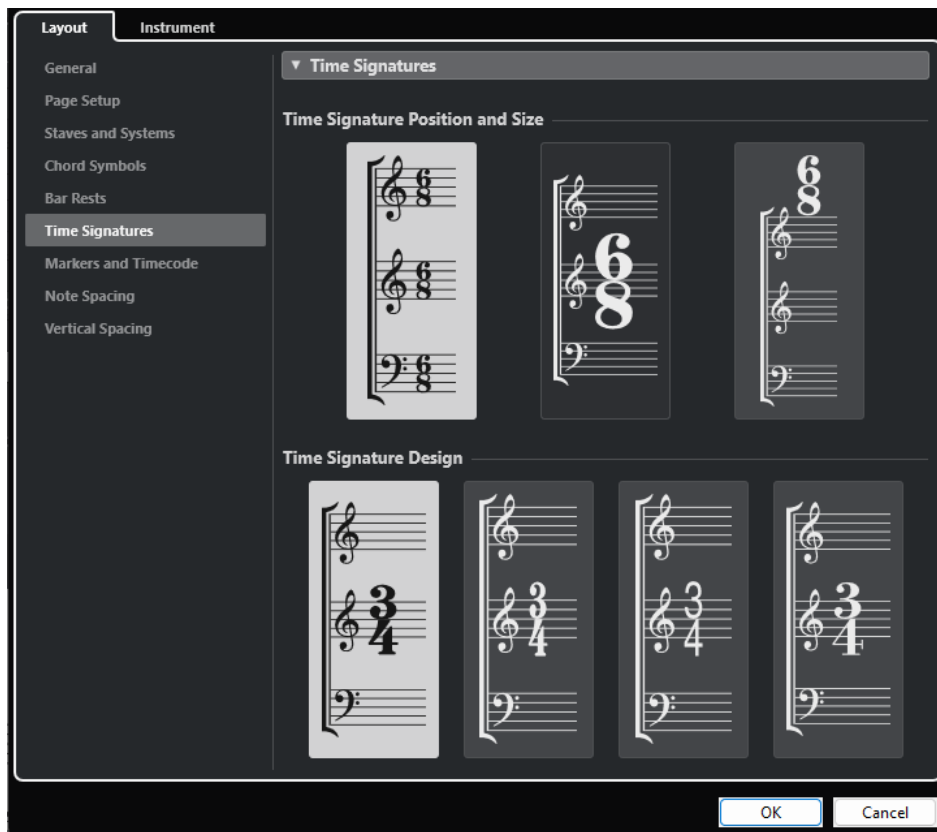
Selecting **Multi-Bar Rests and Bar Repeats** consolidates adjacent empty bars or bars that only contain one-bar repeats into multi-bar rests in the selected layouts.

Layout Settings - Time Signatures Page

The **Time Signatures** page on the **Layout** tab of the **Layout Settings** dialog allows you to choose from several options for displaying time signatures.

To open the **Time Signatures** page, do one of the following:

- Select **Score > Layout Settings**. Click **Time Signatures**.
- On the **Score Editor** toolbar, click the **Layout** field to open the **Layouts** pane, and click **Settings**. In the **Layout Settings** dialog, click **Layout**, and then **Time Signatures**.
- On the **Visibility** tab of the **Score Editor**, click **Settings**. In the **Layout Settings** dialog, click **Layout**, and then **Time Signatures**.



The following options are available:

Time Signature Position and Size

Allows you to show time signatures on every staff, or once per bracket, or at system object positions and above the staff.

Time Signature Design

Allows you to change the design of time signatures in each layout independently, including changing the font style. The options **Normal**, **Narrow**, **Serif** and **Narrow, Sans Serif** use the **Music Font** that you selected on the **Fonts** page of the **Score Settings**, while **Plain Font** uses the **Default Text Font** option.

RELATED LINKS

[Inputting Time Signatures](#) on page 97

[Time Signatures Options](#) on page 29

[Fonts](#) on page 78

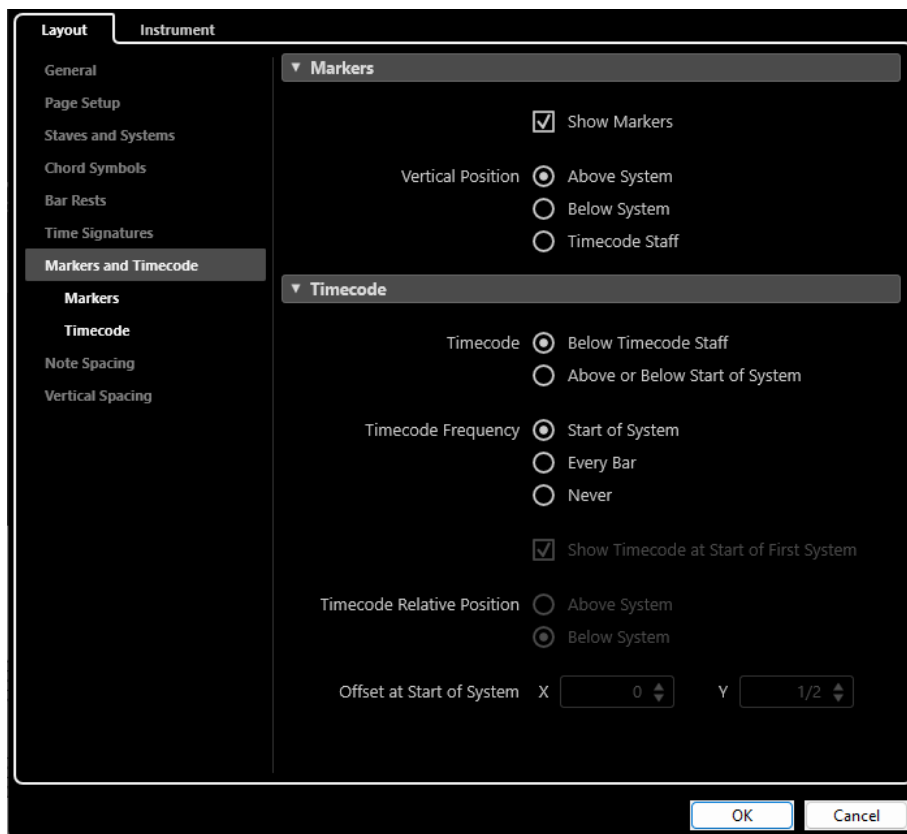
Layout Settings - Markers and Timecode Page

The **Markers and Timecode** page on the **Layout** tab of the **Layout Settings** dialog allows you to adjust the position of markers and timecodes. Markers are labels locked to a particular position in time, most commonly in relation to a video. They typically indicate an important moment that requires musical prominence, and composers often use them to help shape the writing process.

To open the **Markers and Timecode** page, do one of the following:

- Select **Score > Layout Settings**. Click **Markers and Timecode**.
- On the **Score Editor** toolbar, click the **Layout** field to open the **Layouts** pane, and click **Settings**. In the **Layout Settings** dialog, click **Layout**, and then **Markers and Timecode**.

- On the **Visibility** tab of the **Score Editor**, click **Settings**. In the **Layout Settings** dialog, click **Layout**, and then **Markers and Timecode**.



The following options are available:

Markers

Show Markers

Shows markers in the layout.

Vertical Position

Allows you to decide where to show markers: **Above System** or **Below System**.
Activating **Timecode Staff** shows the timecode staff.

Timecode

NOTE

These options only have an effect if **Timecode Staff** is activated in the **Markers** section.

Timecode

You can decide whether to show the timecode above or below the start of each system by choosing **Below Timecode Staff** or **Above or Below Start of System**.

Timecode Frequency

You can specify the frequency at which you want timecodes to be shown. You can show timecodes at the **Start of System** only or at **Every Bar**, or you can activate **Never** to hide them.

Show Timecode at Start of First System is only available if you activate **Above or Below Start of System** in the **Timecode** section, and **Start of System** in the **Timecode Frequency** section.

Timecode Relative Position

If you activate **Above System** or **Below System** and you want to change the gap between timecodes and the staff, you can change the values using the **Offset at Start of System** function.

RELATED LINKS

[Markers](#) on page 106

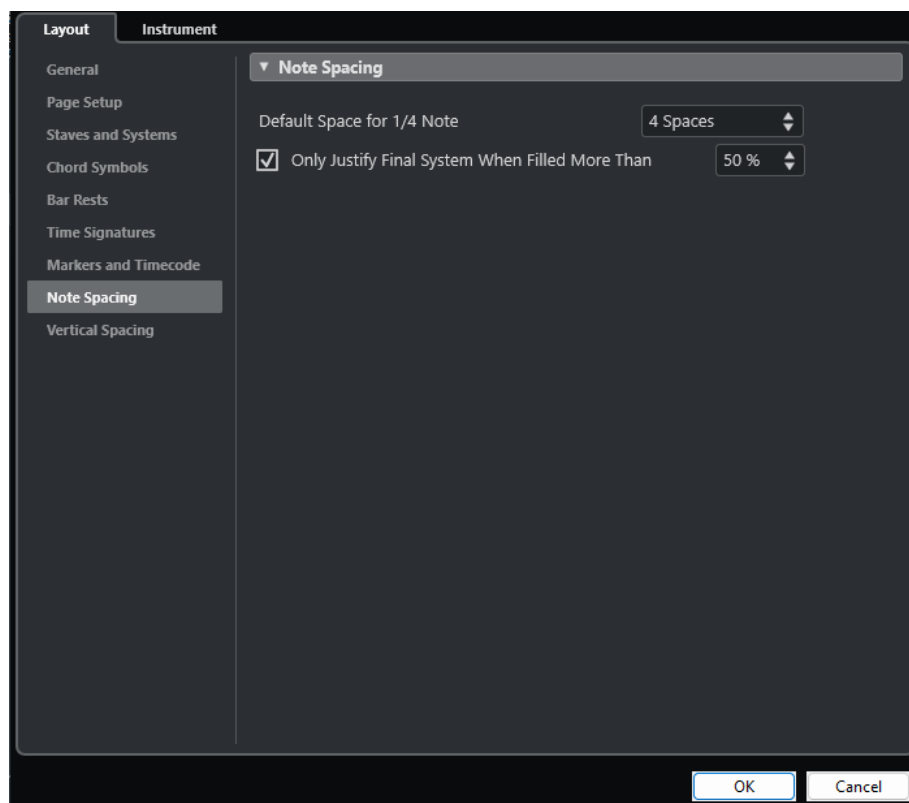
[Inputting Timecode Markers](#) on page 107

Layout Settings - Note Spacing Page

The **Note Spacing** page on the **Layout** tab of the **Layout Settings** dialog allows you to change the positions of notes and rests relative to each other, as well as the automatic gaps between them.

To open the **Note Spacing** page, do one of the following:

- Select **Score > Layout Settings**. Click **Note Spacing**.
- On the **Score Editor** toolbar, click the **Layout** field to open the **Layouts** pane, and click **Settings**. In the **Layout Settings** dialog, click **Layout**, and then **Note Spacing**.
- On the **Visibility** tab of the **Score Editor**, click **Settings**. In the **Layout Settings** dialog, click **Layout**, and then **Note Spacing**.



The following options are available:

Default Space for 1/4 Note

Allows you to specify a default space for 1/4 notes, which influences the spacing.

Only Justify Final System When Filled More Than:

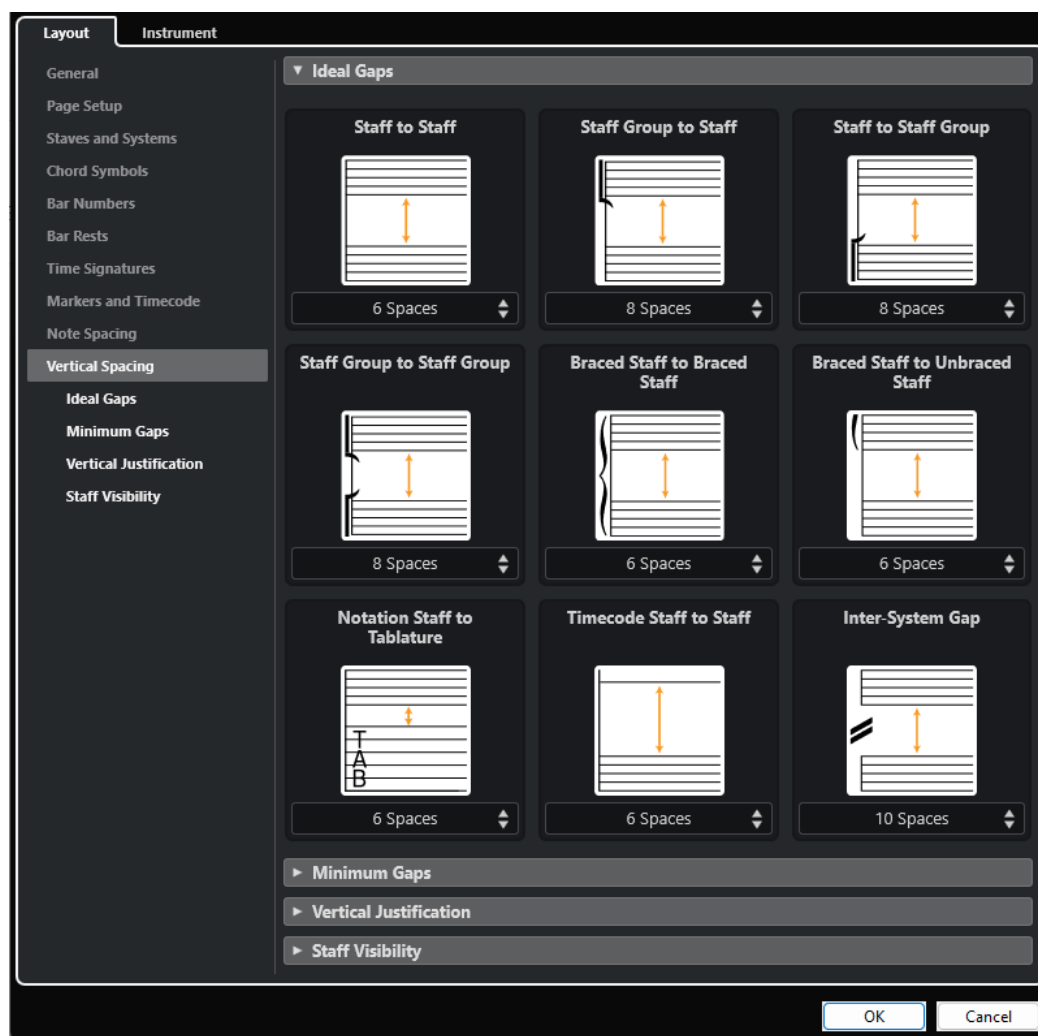
Allows you to change how full the final system must be before it is justified to the full width of the page. By default, final systems that are 50% full or less are not justified.

Layout Settings - Vertical Spacing Page

The **Vertical Spacing** page on the **Layout** tab of the **Layout Settings** dialog allows you to specify the vertical spacing of staves and systems in each layout.

To open the **Vertical Spacing** page, do one of the following:

- Select **Score > Layout Settings**. Click **Vertical Spacing**.
- On the **Score Editor** toolbar, click the **Layout** field to open the **Layouts** pane, and click **Settings**. In the **Layout Settings** dialog, click **Layout**, and then **Vertical Spacing**.
- On the **Visibility** tab of the **Score Editor**, click **Settings**. In the **Layout Settings** dialog, click **Layout**, and then **Vertical Spacing**.



The following pages are available:

Ideal Gaps

Contains multiple scenarios that allow you to set the gap that you want to allow between staves and systems in the corresponding context.

TIP

We recommend setting the ideal gaps to the minimum value acceptable to you. We also recommend setting vertical spacing options after you have finished inputting notes and items, as this allows you to consider the entire project when setting these options.

The options **Staff to Staff**, **Staff Group to Staff**, **Staff to Staff Group**, **Staff Group to Staff Group**, and **Timecode Staff to Staff** do not apply in pages that are automatically justified.

The options **Braced Staff to Braced Staff** and **Braced Staff to Unbraced Staff** always apply, including in pages that are automatically justified.

Minimum Gaps

Contains options for the minimum gaps that you want to allow for items in addition to the staff spacing gaps.

- **Automatically Resolve Collisions Between Adjacent Staves and Systems**
Automatically allows extra space between staves and systems to avoid collisions.
- **Minimum Inter-Staff Gap with Content**
Allows you to set the extra space that you want to allow between staves when items are present.
- **Minimum Inter-System Gap with Content**
Allows you to set the extra space that you want to allow between systems when items are present.

Vertical Justification

Contains options that allow you to control the frame fullness thresholds above which you want staves and/or systems to automatically justify vertically.

- **Justify Distance Between Staves and Systems When Page Is at Least**
When pages are filled above the set threshold, the staves and systems they contain are all automatically vertically justified, meaning they are evenly distributed to fill the height of the page. Pages filled below this threshold are not automatically justified; instead, staves follow your ideal gap settings. This can leave gaps between the bottom staff/system and the bottom of the page.
- **Justify Staves When Page with Single System Is Above This Threshold**
When activated, all the staves in a single system taller than the set threshold are vertically justified, which distributes them evenly to fill the height of the page.
- **Justify Distance Only Between Systems When Page is At Least**
When pages are filled above this threshold, only the distance between systems in the page is justified. Staves follow your per-layout ideal gap settings. This helps keep a clear distance between systems on very full pages.

Staff Visibility

Contains options allowing you to control when and which empty staves to hide in the layout.

- **Hide Empty Staves**
Allows you to control when empty staves are hidden. For example, it is common practice to show all staves in the first system, even if some of them are empty, but this is not always required.

- **Allow Individual Staves of Multi-Staff Instruments to Be Hidden**

Allows you to control whether individual empty staves belonging to multi-staff instruments can be hidden individually or all multi-staff instrument staves are always shown.

RELATED LINKS

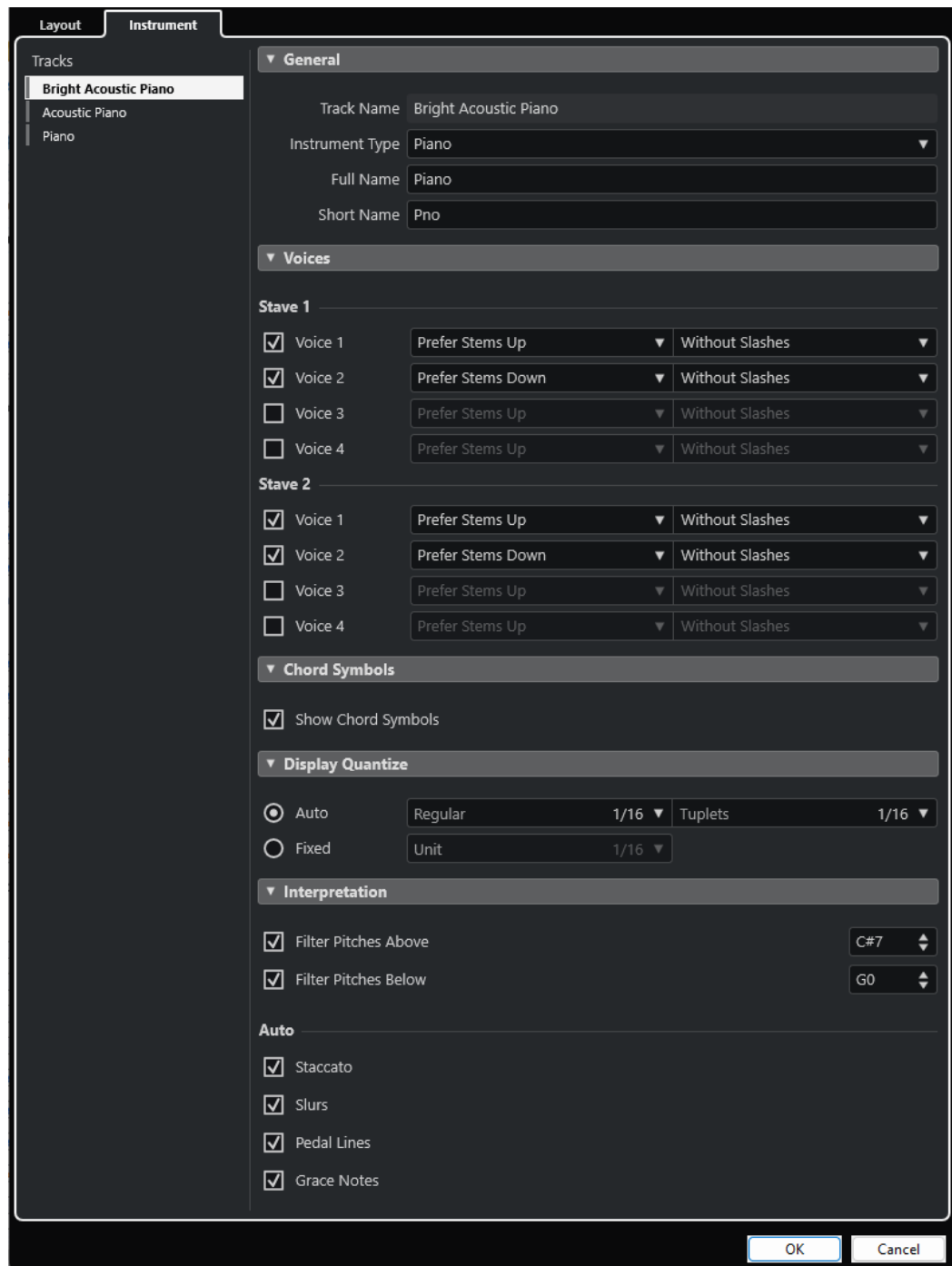
[Page View and Fill View](#) on page 9

Instrument Tab

In Nuendo, each MIDI track that you open in the **Score Editor** is automatically mapped to an instrument type, based on the name of the corresponding MIDI track and the range of the MIDI notes. The **Instrument** tab allows you to view and change the instrument type for a track. You can also adjust voice and quantization settings.

To open the **Instrument** tab, do one of the following:

- Select **Score > Instrument Settings**.
- On the **Score Editor** toolbar, click the **Layout** field to open the **Layouts** pane, and click **Settings**. In the **Layout Settings** dialog, click **Layout**.
- On the **Visibility** tab of the **Score Editor**, click **Settings**. In the **Layout Settings** dialog, click **Layout**.



The **Instrument** tab contains the following sections:

Tracks

Allows you to select one or multiple tracks in the list to view and edit their settings in the section on the right.

NOTE

- If you select multiple tracks, changes apply to all selected tracks.
- You can adjust the track order by dragging tracks up or down in the list. This is a display and print option in the **Score Editor**, which has no influence on the order of the tracks in the **Project** window.

General

Shows the name of the selected track and the instrument type that is automatically assigned to it. The selected instrument type has an impact on specific layout options. To change the instrument type, open the pop-up menu, and use the **Instrument Type** dialog.

Voices

NOTE

For drums, this section is not shown. To make adjustments for drums, use the **Percussion** section instead.

The **Activate Voice** option allows you to activate voices.

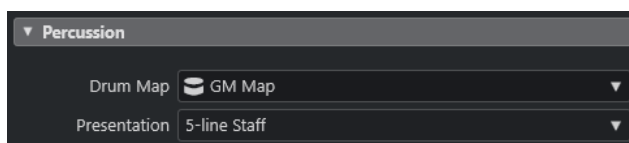
The **Direction** menu allows you to adjust the stem directions.

The **Slash Type** menu allows you to replace notes with slashes. By default, **Without Slashes** is activated so that notes are shown. If you activate **Slashes with Stems** or **Slashes without Stems**, slashes are shown instead of notes.

NOTE

Stave 1 and **Stave 2** are only shown where applicable, for example, for piano.

Percussion



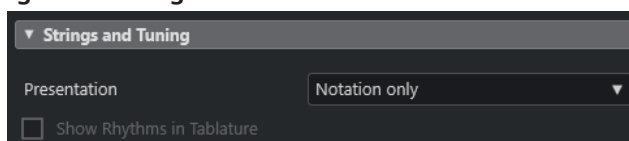
NOTE

This section is only shown if you open the **Instrument** tab for drum sets.

The **Drum Map** menu allows you to select a drum map and to open the **Drum Map Setup** dialog.

The **Presentation** menu allows you choose if the percussion instruments are presented on a five-line staff, on a grid, or as individual instruments with their own lines.

Strings and Tuning



NOTE

This section is only shown if you open the **Instrument** tab for a fretted instrument, such as guitar or bass.

The **Presentation** menu allows you choose if instruments are presented as notation only, as notation and tablature, or as tablature only.

If tablature is shown, the **Show Rhythms in Tablature** option allows you to show it with rhythms.

Chord Symbols

Allows you to show/hide chord symbols.

NOTE

This option only takes effect if **Above Specific Instruments' Staves** is activated in the **Chord Symbols** page on the **Layout** tab of the **Layout Settings** dialog.

Display Quantize (Track Level)

NOTE

By default, MIDI data is automatically interpreted according to the instrument type that is selected for the track, allowing for natural timing variations of the performance. Each instrument has its own default **Display Quantize** setting and voice separation parameters.

If you do not want to rely on the automatic algorithm, the **Display Quantize** section allows you to set the smallest beat unit to which you want notes to be quantized. The **Auto** option allows you to select the quantization unit for triplet notes and non-triplet notes independently. The **Fixed** option allows you to select one quantization unit, which can be either a triplet note or a non-triplet note.

Interpretation

You can adjust the **Filter Pitches Above** and **Filter Pitches Below** settings to specify a pitch filter. This allows you to hide key switches, for example.

If you activate the **Auto** options for **Staccato**, **Slurs**, **Pedal Lines**, and **Grace Notes**, the corresponding notations are automatically detected.

Staccato is automatically detected if the notes are short. You can activate this option for passages that consist of a series of notes rather than specific independent notes. Slurs are automatically detected if the notes are played together with a slight overlap. This is done independently for each voice, which is useful for piano music, for example. The automatic detection of pedal lines shows MIDI sustain pedal messages (CC64) as pedal lines.

RELATED LINKS

[Tracks and Instrument Types](#) on page 6
[Layout Settings Dialog](#) on page 47
[Display Quantization](#) on page 8
[Changing Display Quantize Values for Specific Tracks](#) on page 69
[Inputting Chord Symbols](#) on page 110
[Drum Map Setup Dialog](#) on page 118
[Editing Staff Labels](#) on page 135
[Inputting Pedal Lines](#) on page 99
[Changing the Presentation of Percussion Instruments](#) on page 125
[Changing the Presentation of Fretted Instruments](#) on page 124

Changing Instrument Types

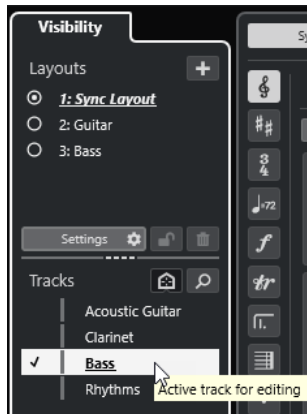
You can manually change the instrument type for a track while keeping any existing music on the corresponding track. This is useful, if the detected instrument type results in a wrong transposition or a wrong clef for your track.

Automatic instrument detection is based on the name of the corresponding MIDI track and the range of the MIDI notes. In some cases, however, name and range do not provide specific

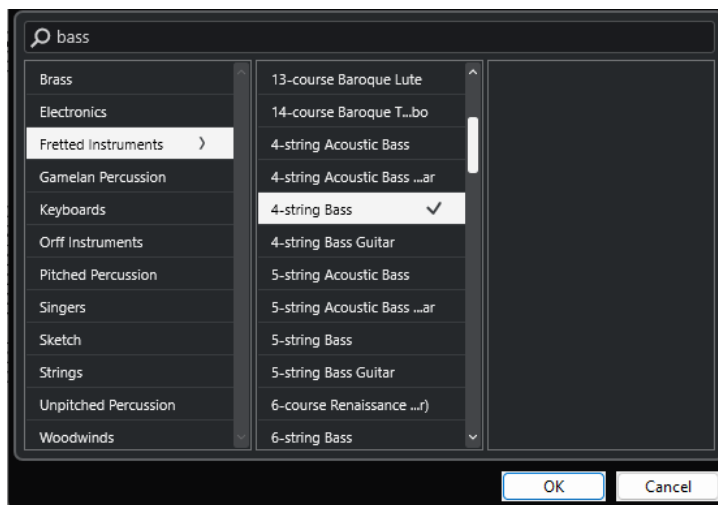
enough information, and can apply to more than one instrument. A Bass track, for example, could be detected as a bass guitar, a bass synth, or a bass singer.

PROCEDURE

1. In the **Tracks** section of the **Visibility** tab, double-click the name of the track to activate the track for editing.



2. Select **Score > Change Instrument Type for Active Track**.
3. In the **Instrument Type** dialog, search for the instrument that you want to assign by doing one of the following:
 - In the **Search Instrument** field, enter the name of the instrument.
 - In the instrument category list, click the category to refine the search.



4. Select the instrument that you want to map to the track.
5. Click **OK**.

RESULT

The instrument type for the active track is changed.

NOTE

Changing the instrument type for a track causes notes to be re-interpreted and the number of voices to be adjusted, if applicable.

TIP

To change the instrument type for the active track, you can also assign a key command to the command **Change Instrument Type for Active Track** in the **Score Editor** category of the **Key Commands** dialog.

RELATED LINKS

[Score Editor Visibility Tab](#) on page 23

[Layout Settings Dialog](#) on page 47

[Instrument Tab](#) on page 64

[Tracks and Instrument Types](#) on page 6

Changing Display Quantize Values for Specific Tracks

To override the default **Display Quantize** values for a particular track, you can specify the smallest note value to which you want notes to be quantized.

NOTE

We recommend reserving any changes to the **Display Quantize** value for exceptional cases, where the default value does not produce the desired result.

PROCEDURE

1. In the **Tracks** section of the **Visibility** tab, double-click the name of the track to activate the track for editing.
 2. Select **Score > Instrument Settings**.
 3. In the **Display Quantize** section, adjust the values according to your needs.
 4. Click **OK**.
-

RESULT

The notes of the track are displayed as you specified them.

NOTE

Changing the **Display Quantize** value does not alter the actual positions of the MIDI notes. It only affects the note display in the **Score Editor**.

RELATED LINKS

[Activating Tracks for Editing](#) on page 25

[Display Quantize \(Track Level\)](#) on page 67

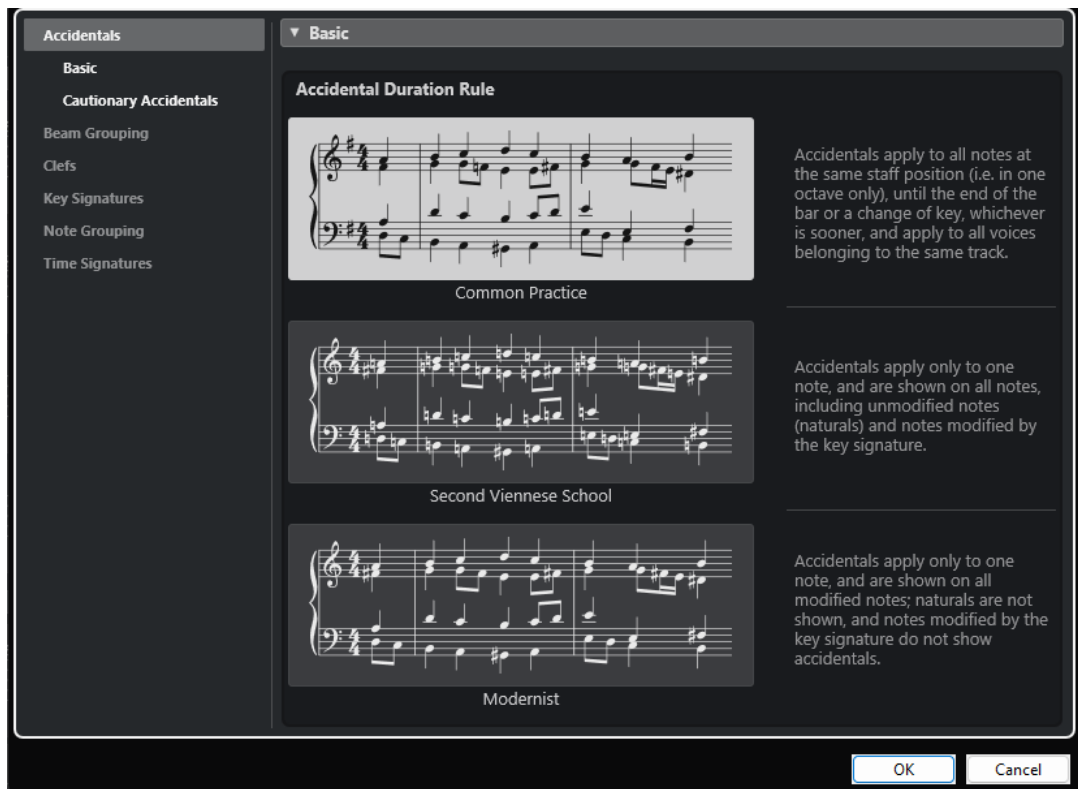
Notation Settings Dialog

The **Notation Settings** dialog allows you to change how music is notated.

NOTE

Options in **Notation Settings** affect only the selected tracks, but apply to all layouts that contain those tracks. Any changes apply to the current project only.

To open the **Notation Settings** dialog, select **Score > Notation Settings**.



The **Notation Settings** dialog contains the following pages:

Accidentals

Allows you to adjust the default settings for accidentals.

Beam Grouping

Allows you to adjust the default beam grouping settings.

Clefs

Allows you to adjust the default clefs settings.

Key Signatures

Allows you to adjust the default key signatures settings.

Note Grouping

Allows you to adjust the default note grouping settings.

Time Signatures

Allows you to adjust the default time signature settings.

RELATED LINKS

[Basic Concepts](#) on page 6

[Notation Settings - Accidentals Page](#) on page 71

[Notation Settings - Beam Grouping Page](#) on page 72

[Notation Settings - Clefs Page](#) on page 74

[Notation Settings - Key Signatures Page](#) on page 75

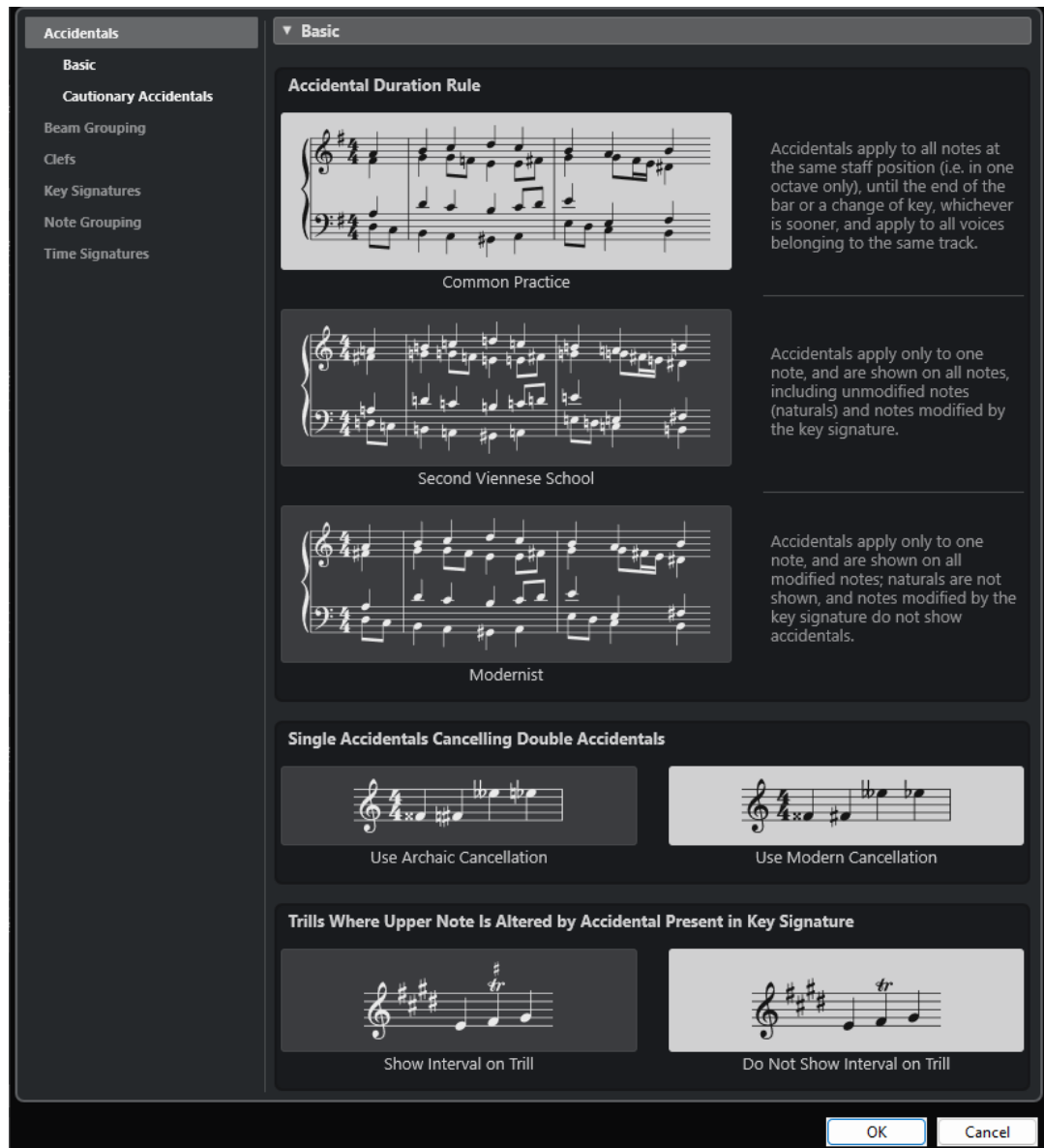
[Notation Settings - Note Grouping Page](#) on page 75

[Notation Settings - Time Signatures Page](#) on page 77

Notation Settings - Accidentals Page

The **Accidentals** page of the **Notation Settings** dialog allows you to adjust the default settings for accidentals.

To open the **Accidentals** page, select **Score > Notation Settings**, and click **Accidentals**.



The following sections are available:

Basic

Accidental Duration Rule

Allows you select one of the accidental duration rules that determine how long accidentals apply, such as within a bar, at a different octave, or just for a single note.

Single Accidentals Cancelling Double Accidentals

Allows you to change the convention of double accidental cancellation. You can do this in combination with any accidental duration rule.

Trills Where Upper Note Is Altered by Accidental Present in Key Signature

Allows you to hide/show accidentals on trills.

Cautionary Accidentals

Allows you to set up specific options that show, hide, or parenthesize cautionary accidentals in different circumstances.

NOTE

The **Cautionary Accidentals** options only apply if you activate **Common Practice** in the **Accidental Duration Rule** section.

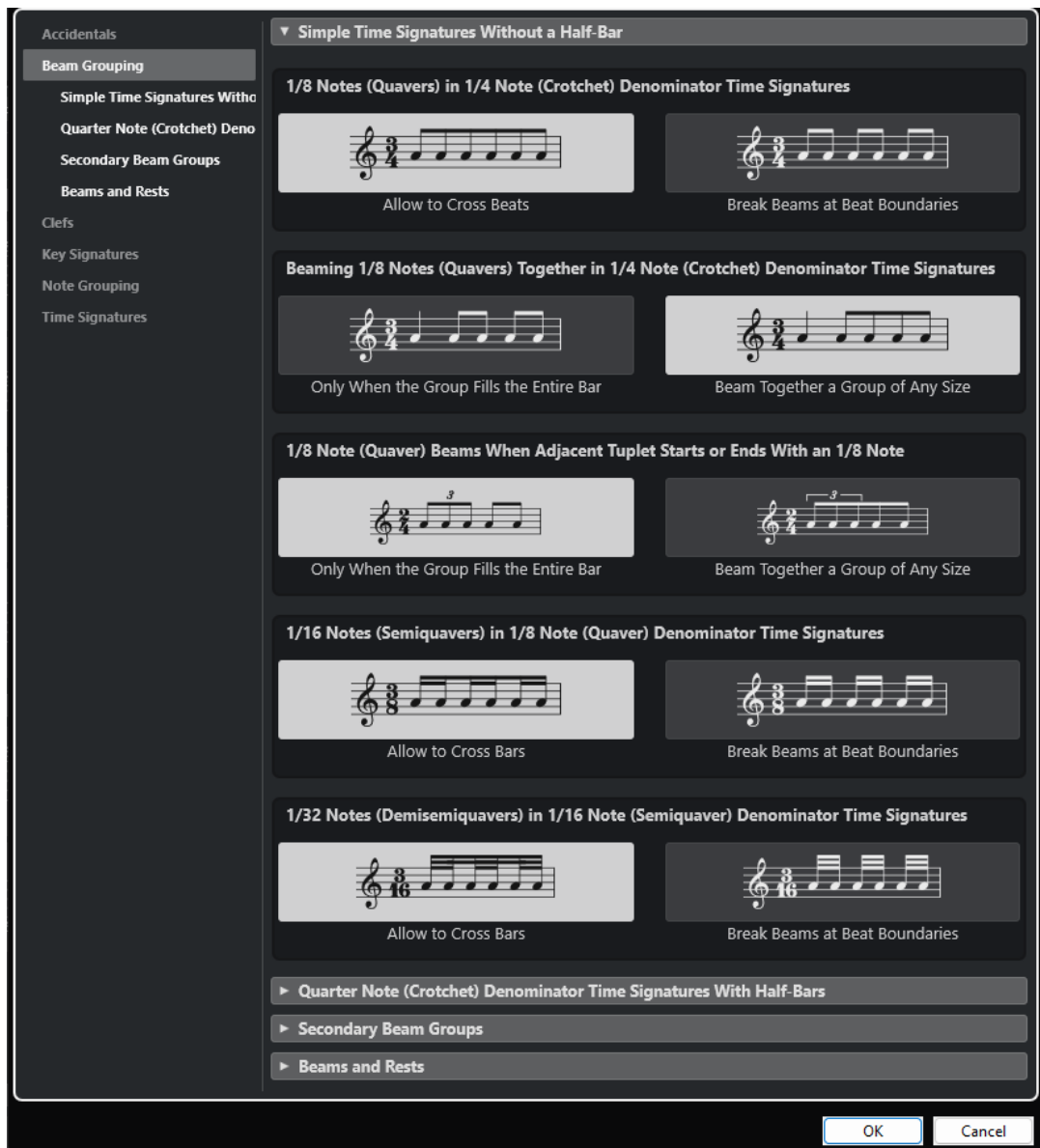
RELATED LINKS

[Notation Settings Dialog](#) on page 69

Notation Settings - Beam Grouping Page

The **Beam Grouping** page of the **Notation Settings** dialog allows you to adjust the default beam grouping rules.

To open the **Beam Grouping** page, select **Score > Notation Settings**, and click **Beam Grouping**.



TIP

Specific beam grouping settings apply to bars with a half-bar. A half-bar is the rhythmic position that divides bars into two equal sections when the prevailing time signatures can be divided into four equal beats. Time signatures that have a half-bar include 4/4 and 12/8.

The following sections are available:

Simple Time Signatures Without a Half-Bar

Allows you to set up specific beam grouping options for different note values in different time signatures without half-bars.

Quarter Note (Crotchet) Denominator Time Signatures With Half-Bars

Allows you to set up specific beam grouping options for different note values in $\frac{1}{4}$ note denominator time signatures with half-bars.

Secondary Beam Groups

Allows you to set up beam grouping options for secondary beam groups.

Beams and Rests

Allows you to set up options for rests within beam groups.

RELATED LINKS

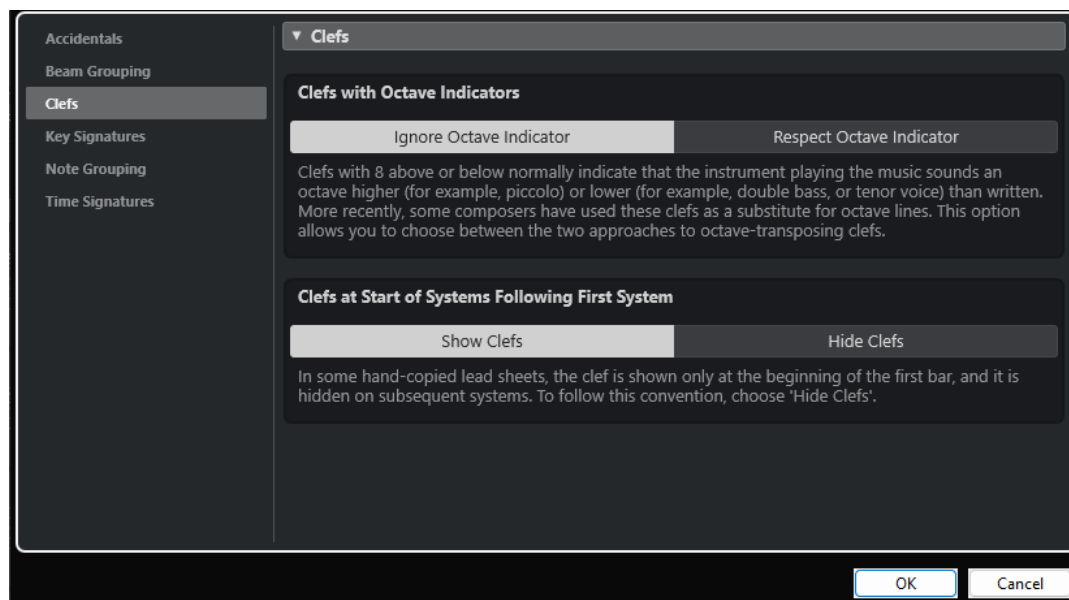
[Notation Settings Dialog](#) on page 69

[Beaming Submenu](#) on page 133

Notation Settings - Clefs Page

The **Clefs** page of the **Notation Settings** dialog allows you to adjust the default clef notation rules.

To open the **Clefs** page, select **Score > Notation Settings**, and click **Clefs**.



The following options are available:

Clefs with Octave Indicators

Allows you to determine if the instrument respects or ignores clef octave indicators. Clefs with octave indicators indicate that notes are played in a different register than the one notated.

Clefs at Start of System Following First System

Allows you to show/hide clefs at the start of systems from the second system onwards.

RELATED LINKS

[Notation Settings Dialog](#) on page 69

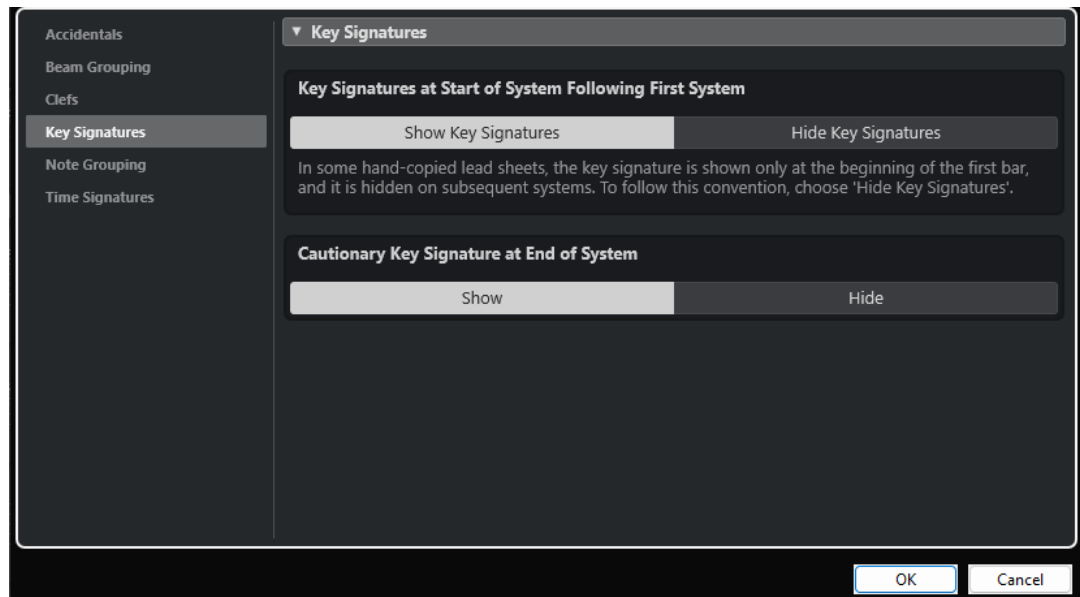
[Concert Pitch and Transposed Pitch](#) on page 11

[Clefs Options](#) on page 27

Notation Settings - Key Signatures Page

The **Key Signatures** page of the **Notation Settings** dialog allows you to adjust the default key signatures notation rules.

To open the **Key Signatures** page, select **Score > Notation Settings**, and click **Key Signatures**.



The following options are available:

Key Signatures at Start of System Following First System

Allows you to show/hide key signatures at the start of single-staff systems from the second system onwards for each instrument independently.

Cautionary Key Signatures at End of System

Allows you to show/hide cautionary key signatures at the ends of systems to save horizontal space when using key signatures with many accidentals, for example.

RELATED LINKS

[Notation Settings Dialog](#) on page 69

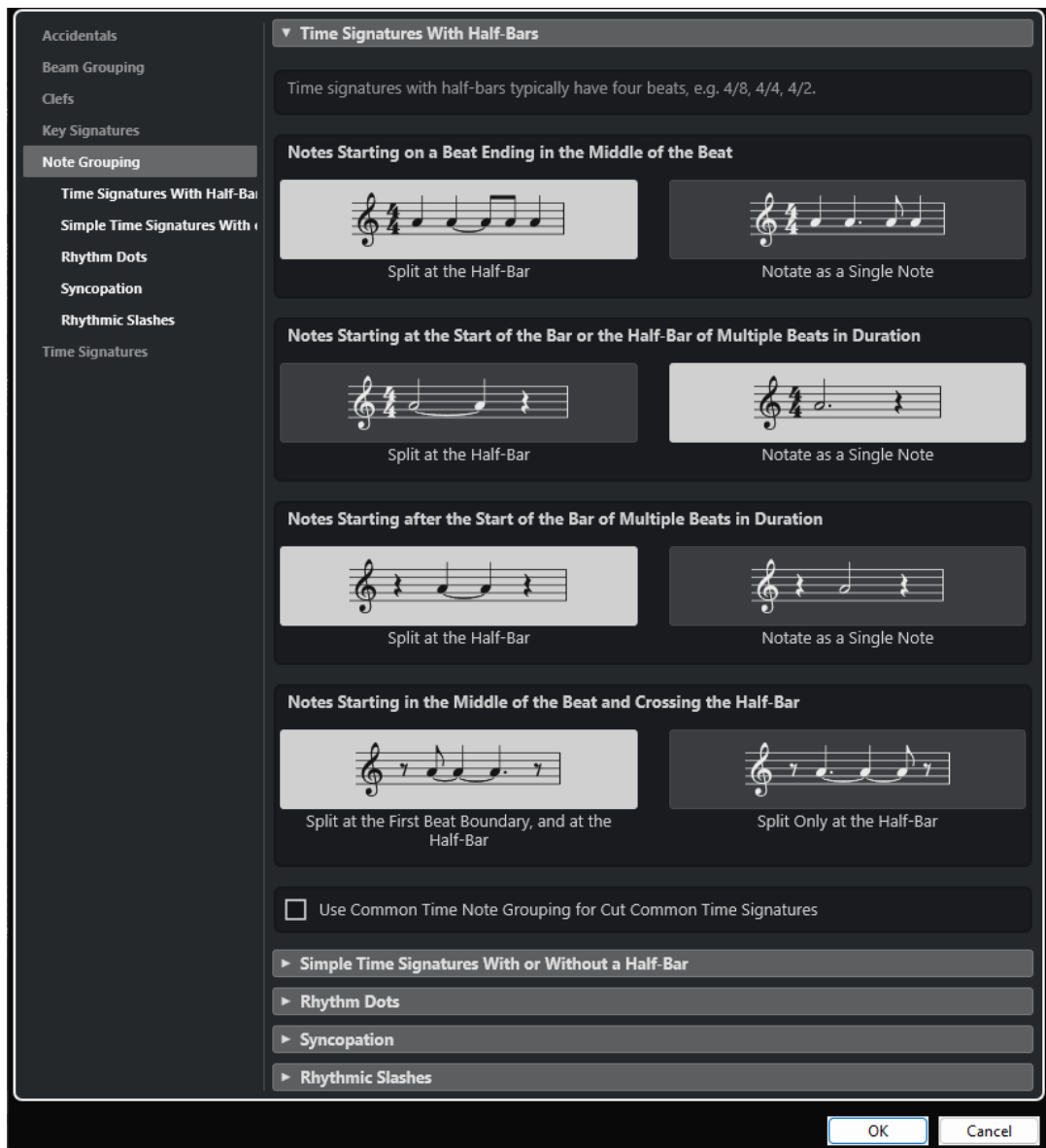
[Inputting Key Signatures](#) on page 95

[Key Signatures Options](#) on page 29

Notation Settings - Note Grouping Page

The **Note Grouping** page of the **Notation Settings** dialog allows you to adjust the default note grouping rules.

To open the **Note Grouping** page, select **Score > Notation Settings**, and click **Note Grouping**.



TIP

Specific note grouping settings apply to bars with a half-bar. A half-bar is the rhythmic position that divides bars into two equal sections when the prevailing time signatures can be divided into four equal beats. Time signatures that have a half-bar include 4/4 and 12/8.

The following sections are available:

Time Signatures With Half-Bars

Allows you to set up specific note grouping options for time signatures with half-bars.

Simple Time Signatures With or Without a Half-Bar

Allows you to set up specific note grouping options for simple time signatures with or without a half-bar.

Rhythm Dots

Allows you to specify the maximum number of rhythm dots.

Syncopation

Allows you to set up Notation Settings for syncopated rhythms.

Rhythmic Slashes

Allows you to make adjustments for rhythmic slashes.

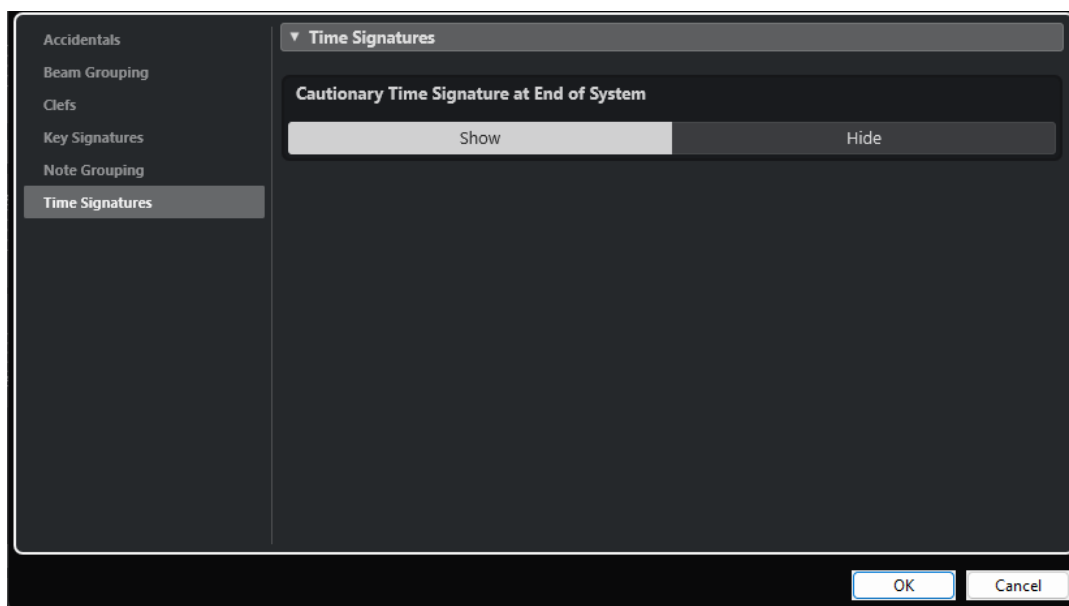
RELATED LINKS

[Notation Settings Dialog](#) on page 69

Notation Settings - Time Signatures Page

The **Time Signatures** page of the **Notation Settings** dialog allows you to show/hide cautionary time signatures at the end of the system. Cautionary time signatures warn performers of an upcoming change of time signature before it takes effect. By default, they are shown at the end of the first system as well as at the start of the new system.

To open the **Time Signatures** page, select **Score > Notation Settings**, and click **Time Signatures**.



The following options are available:

Cautionary Time Signature at End of System

Allows you to show cautionary time signatures at the end of a system to indicate that there is a new time signature at the start of the new system. This is useful when a time signature change occurs at a system break.

RELATED LINKS

[Notation Settings Dialog](#) on page 69

[Inputting Time Signatures](#) on page 97

[Layout Settings - Time Signatures Page](#) on page 58

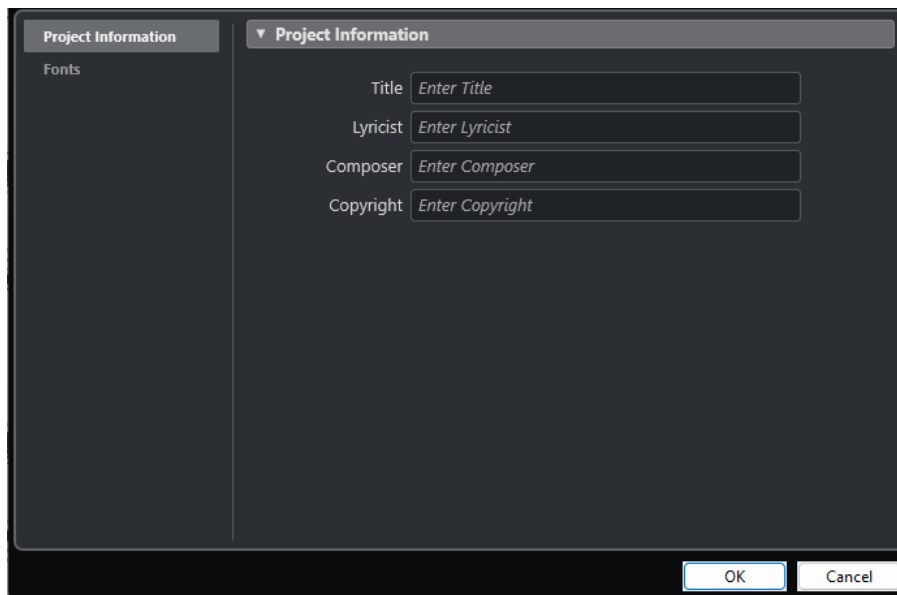
[Layout Settings - Bar Numbers Page](#) on page 55

[Time Signatures Options](#) on page 29

Score Settings Dialog

The **Score Settings** dialog allows you to enter project information, such as title, lyricist, and composer. You can also select a font for text elements and choose one of the available music fonts.

- To open the **Score Settings** dialog, select **Score > Score Settings**.



The **Score Settings** dialog contains the following pages:

Project Information

Allows you to enter information about **Title**, **Lyricist**, **Composer**, and **Copyright**.

NOTE

The project information is shown on the first page in **Page View**.

Fonts

Allows you to select **Default Text Font** for text elements and to choose **Music Font**.

RELATED LINKS

[Page View and Fill View](#) on page 9

[Layout Settings - Time Signatures Page](#) on page 58

[Adding Project Information](#) on page 136

Score Editor Preferences

On the **Preferences** page for the **Score Editor**, you can specify your preferred unit of measurement as well as the default paper size.

- To open the **Score Editor** page in the **Preferences** dialog, select **Edit > Preferences**, and in the **Editors** category of the **Preferences** dialog, click **Score Editor**.

Preferred Unit of Measurement

Allows you to choose your preferred unit of measurement. As a result, it is globally applied in the **Score Editor** for options that use absolute measurements, such as the size of page margins in the **Layout Settings** dialog.

Default Paper Size Type

Allows you to apply your preferred paper size type as the default setting.

International uses international ISO standards, for example A4. **North American** uses North American standards, such as US Letter.

Automatic chooses a paper size that is based on your computer's local settings. For example, if your computer is set to a European country, an international ISO standard is used. If it is set to a North American country, an American standard is used.

RELATED LINKS

[Layout Settings - Page Setup Page](#) on page 51

Score Menu View Options for Notes and Rests

You can show notes and rests in different colors in various contexts, which can help you identify them more easily as you are working. These options just affect the view, and not the exported PDF files or the printed output. The view options are saved with the project.

- The view options for notes and rests are shown in the **Score** menu.
- **Hide Signposts**
Shows/Hides all signposts. Signposts indicate the positions of important items or changes.
- **Bar Numbers**
Shows/Hides bar numbers in both page view and fill view.
- **Note and Rest Colors > Voice Colors**
Shows/Hides voice colors for notes and rests. This allows you to easily clean up keyboard music, for example, by moving notes between voices.
- **Note and Rest Colors > Notes Out of Range**
Shows/Hides colors for notes that are out of range. This allows you to identify notes that are hard or impossible to play with the current instrument type.
- **Note and Rest Colors > Cautionary Accidentals**
Shows/Hides colors for cautionary accidentals.

RELATED LINKS

[Signposts](#) on page 12

[Voices](#) on page 7

[Manually Assigning Notes to Different Voices](#) on page 88

[Cautionary Accidentals](#) on page 72

Inputting and Editing Notes and Other Items

You can input notes and other items into your project with the mouse, via MIDI **Step Input**, or by recording.

RELATED LINKS

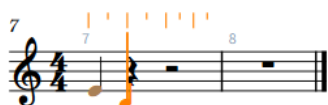
[Rhythmic Grid](#) on page 81
[Creating an Empty MIDI Part](#) on page 81
[Inputting Clefs](#) on page 95
[Inputting Key Signatures](#) on page 95
[Inputting Time Signatures](#) on page 97
[Inputting Notes with the Mouse](#) on page 83
[Inputting Accidentals](#) on page 99
[Inputting Notes via Step Input](#) on page 84
[Inputting Notes by Recording](#) on page 86
[Manually Assigning Notes to Different Voices](#) on page 88
[Changing Note Pitches](#) on page 88
[Selecting Notes](#) on page 87
[Deleting Notes](#) on page 94
[Setting Layouts to Transposed Pitch or Concert Pitch](#) on page 123
[Inputting Tempo Marks](#) on page 103
[Inputting Custom Tempo Marks](#) on page 104
[Inputting Timecode Markers](#) on page 107
[Inputting Chord Symbols](#) on page 110
[Inputting Lyrics](#) on page 113
[Inputting Text](#) on page 115
[Moving Notes and Items Rhythmically](#) on page 93
[Selecting a Drum Map](#) on page 121
[Creating a Drum Map from an Instrument](#) on page 121

Caret

The caret is a vertical line with a note symbol that is displayed when you input notes. It indicates the next rhythmic position at which notes can be input.

The caret is shown when you select a note duration on the **Note Input** toolbar and do one of the following:

- Activate the **Draw** tool, and click at the position in the staff where you want to input a note.
- Activate **Step Input**, and press a key on your MIDI device.



The caret automatically advances to the next rhythmic position at which notes can be input, based on the selected note duration.

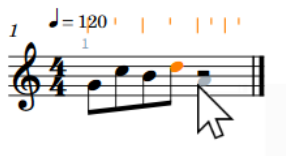
RELATED LINKS

- [Inputting Notes with the Mouse](#) on page 83
- [Inputting Notes via Step Input](#) on page 84
- [Moving Notes and Items Rhythmically](#) on page 93
- [Rhythmic Grid](#) on page 81
- [Score Display](#) on page 22

Rhythmic Grid

The rhythmic grid is displayed when you input notes. It allows you to find the exact rhythmic positions.

- To show the rhythmic grid, select a note duration on the **Note Input** toolbar, and click at the position in the staff where you want to input a note.



The selected note duration, in conjunction with the current time signature, defines the resolution of the grid, which is indicated by the lines.



The grid indicates the possible input positions for notes.

RELATED LINKS

- [Inputting Notes with the Mouse](#) on page 83
- [Moving Notes and Items Rhythmically](#) on page 93
- [Inputting Notes via Step Input](#) on page 84
- [Caret](#) on page 80
- [Score Display](#) on page 22

Creating an Empty MIDI Part

Before you can input notes and notations in the **Score Editor** from scratch, you must create an empty MIDI part.

PROCEDURE

- In the **Project** window, do one of the following:
 - Select **Project > Add Track > MIDI** to add a MIDI track.
 - Select **Project > Add Track > Instrument** to add an instrument track.
- In the **Add Track** dialog, set **MIDI Inputs** to **All MIDI Inputs**.
- Optional: To assign an instrument, do one of the following:
 - For a MIDI track, open the **MIDI Outputs** menu, and select a MIDI device.
 - For an instrument track, open the **Instrument** menu, and select a VST instrument.
- In the **Name** field, enter a name for your track.

We recommend that you choose a name that corresponds to the type of instrument that you want to enter notes for.

NOTE

- In Nuendo, each MIDI track that you open in the **Score Editor** is automatically mapped to an instrument type, based on the name of the corresponding MIDI track and the range of the MIDI notes.
- The selected instrument type is shown in the **Score Editor** staff labels. You can change the instrument type in the **General** section of the **Instrument Settings**. There you can also edit the staff labels by changing the **Full Name** and the **Short Name**.

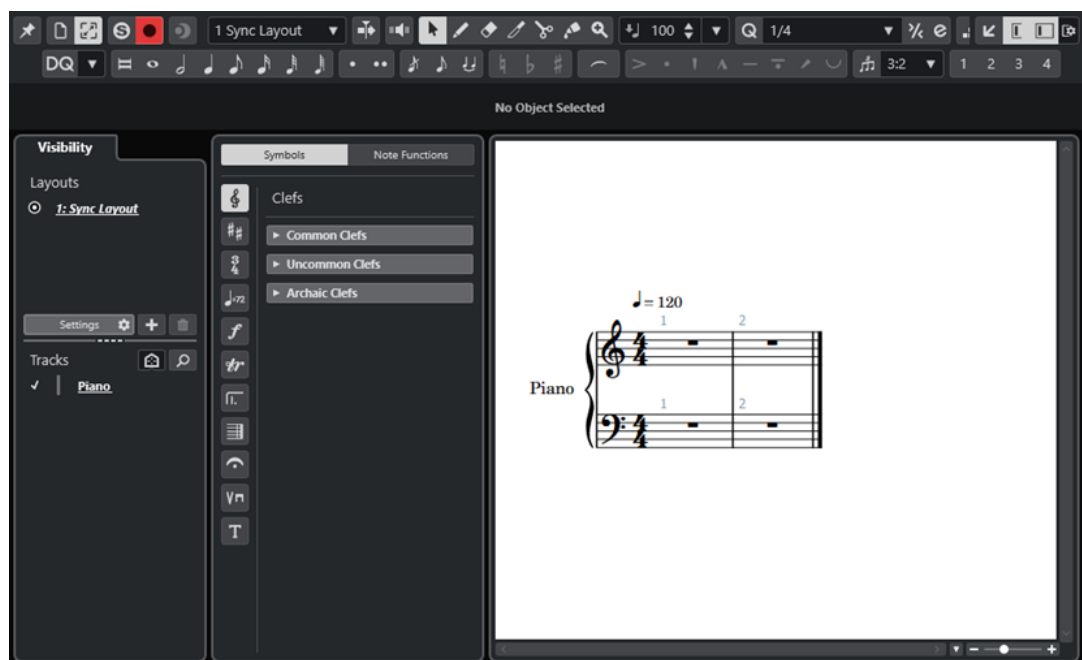
5. On the **Project** window toolbar, select **Draw**.
6. In the **Project** window event display, draw a MIDI part of the required length on the MIDI or instrument track.
7. Do one of the following to open the MIDI part in the **Score Editor**:
 - Double-click the MIDI part to open the **Editor** tab in the lower zone, and from the **Select MIDI Editor** menu, select **Score Editor**.
 - Click the MIDI part to select it, and select **Score > Open Score Editor**.
This opens the **Score Editor** in a separate window.
 - Click the MIDI part to select it, and press **Ctrl/Cmd - R**.
This opens the **Score Editor** in a separate window.

NOTE

If you select **MIDI > Set up Editor Preferences**, the **Preferences** dialog opens on the **Editors** page. Specify if you want the editors to open in a separate window or in the lower zone of the **Project** window.

RESULT

The empty MIDI part is opened in the **Score Editor**, and you can input notes and notation.



AFTER COMPLETING THIS TASK

If the instrument is not mapped as expected, you can change the instrument type manually.

RELATED LINKS

[Tracks and Instrument Types](#) on page 6

[Changing Instrument Types](#) on page 67

[Instrument Tab](#) on page 64

[Inputting Notes with the Mouse](#) on page 83

[Inputting Notes via Step Input](#) on page 84

[Inputting Key Signatures](#) on page 95

[Layout Settings - Staves and Systems Page](#) on page 53

[Editing Staff Labels](#) on page 135

Note Input

In Nuendo, there are several ways to input note events.

You can use one of the following methods:

- Inputting notes with the mouse
- Inputting notes via MIDI **Step Input**
- Inputting notes by recording

NOTE

You can also use the options in the **Import** submenu of the **File** menu to import MIDI files, MusicXML files, or Dorico projects.

RELATED LINKS

[Inputting Notes with the Mouse](#) on page 83

[Inputting Notes via Step Input](#) on page 84

[Inputting Notes by Recording](#) on page 86

Inputting Notes with the Mouse

When you activate the **Draw** tool on the **Score Editor** toolbar, you can input notes with the mouse.

PREREQUISITE

You have created an empty MIDI part and opened it in the **Score Editor**.

PROCEDURE

1. On the **Score Editor** toolbar, activate **Draw**.
2. On the **Note Input** toolbar, select a note duration.

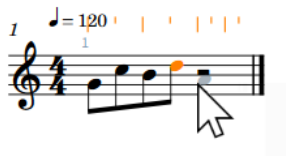
NOTE

You can also use the key commands in the **Set Insert Length** category of the **Key Commands** dialog to select note durations.

To enter notations, such as articulations or accidentals, at the same time, select them from the **Note Input** toolbar before clicking in the staff.

3. Click at the position in the staff where you want to input a note.

A rhythmic grid is displayed to help you find the rhythmic positions.

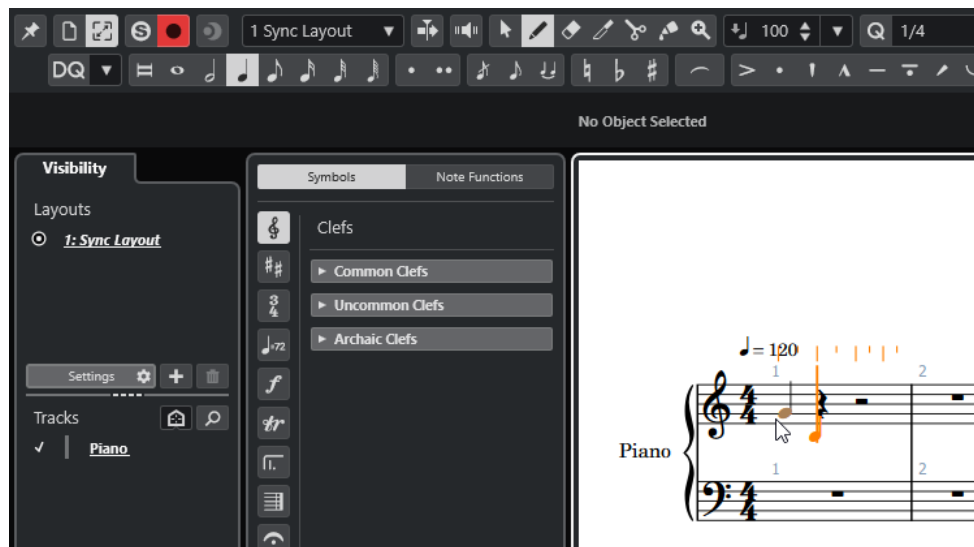


NOTE

You can enter chords by inputting notes with a different pitch at the same rhythmic position.

RESULT

The note is input with the selected duration, at the specified position and pitch. The pitch follows the key signature.



RELATED LINKS

[Creating an Empty MIDI Part](#) on page 81
[Note Input Toolbar](#) on page 19
[Showing/Hiding Tracks in the Score Display](#) on page 25
[Instrument Tab](#) on page 64
[Rhythmic Grid](#) on page 81
[Caret](#) on page 80
[Tracks and Instrument Types](#) on page 6
[Inputting Accidentals](#) on page 99
[Score Display](#) on page 22

Inputting Notes via Step Input

Step Input allows you to insert notes or chords one at a time, without worrying about the exact timing. This is useful, for example, when you know the part to record but are not able to play it exactly as you want it. You can use a MIDI device or the **On-Screen Keyboard**.

PREREQUISITE

- You have set up and connected the MIDI device that you want to use.
- You have created a track and named it after the instrument that you want to input notes for.

NOTE

Each MIDI track that you open in the **Score Editor** is automatically mapped to an instrument, based on the name of the corresponding MIDI track and the range of the MIDI notes.

- You have created an empty MIDI part and opened it in the **Score Editor**.

PROCEDURE

1. In the **Score Editor** toolbar, activate **Step Input**.
2. On the **Note Input** toolbar, select a note duration to determine the length of the notes or the chords that you want to insert.
3. Do one of the following to set the project cursor to the position where you want to input the first note or chord:
 - Select a barline or a note and press **L** to set the project cursor to the start position of the selected barline or note.
 - In the **Transport** category of the **Key Commands** dialog, assign a key to one of the nudge cursor commands and use it.
4. Do one of the following:
 - On your MIDI device, press one or several keys to input a note or a chord.
 - Press **Alt/Opt - K** to open the **On-Screen Keyboard**, and click a key to input a note.
5. Repeat the steps above to input further notes or chords.

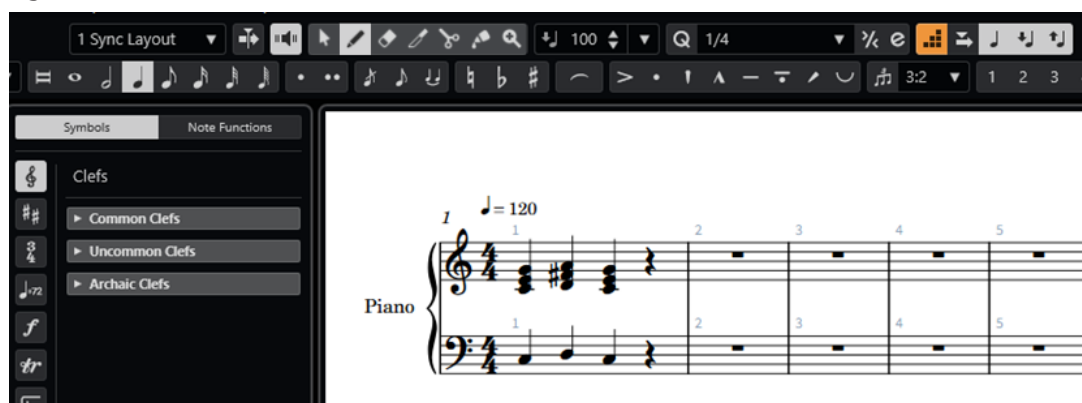
NOTE

To enter rests, you can advance the cursor by the selected note duration by pressing **Right Arrow**.

6. When you are done, click **Step Input** again to deactivate it.

RESULT

The notes are input with the selected duration. The note position and input pitches correspond to the pitches and time positions that you played on the keyboard. The pitch follows the key signature.



RELATED LINKS

[Creating an Empty MIDI Part](#) on page 81
[Activating Tracks for Editing](#) on page 25
[Step/MIDI Input](#) on page 17

[Caret](#) on page 80

[Inputting Notes via Step Input](#) on page 84

[Tracks and Instrument Types](#) on page 6

[Inputting Accidentals](#) on page 99

[Score Display](#) on page 22

Inputting Notes by Recording

You can input notes by recording MIDI data into a MIDI part that is open in a MIDI editor.

PREREQUISITE

- You have set up and connected the MIDI device that you want to use.
- You have created an empty MIDI part and opened it in the **Score Editor**.
- You have adjusted the display quantization and recording settings.
- To hear a click during your recording, you have input a time signature and activated the metronome by selecting **Transport > Activate Metronome**.

PROCEDURE

1. On the **Score Editor** toolbar, activate **Record in Editor**.
2. Do one of the following to start the recording:
 - On the **Transport** panel, click **Record**.
 - On your computer keyboard, press **Num ***.
 - On your remote device, trigger the **Record** function.
3. On your MIDI device, play the notes that you want to record.
4. Do one of the following to stop the recording:
 - On the **Transport** panel, click **Stop**.
 - On your computer keyboard, press **Num 0**.

RESULT

The notes that you play are recorded onto the selected staff of the MIDI part that is open in the **Score Editor**.

The notated duration of the notes follows your display quantization options, but their played durations are retained for playback.

AFTER COMPLETING THIS TASK

If the notes that you played are not notated as you intended, you can use the **Display Quantize** option.

RELATED LINKS

[Display Quantize Events](#) on page 137

[Display Quantization](#) on page 8

[Display Quantize \(Event Level\)](#) on page 19

[Record in Editor](#) on page 16

Editing Notes

You can use standard techniques to edit notes.

Editing notes includes the following:

- Selecting notes
- Editing note lengths
- Changing note pitches
- Moving notes to different voices
- Moving notes to different staves
- Moving notes and items rhythmically
- Deleting notes

RELATED LINKS

[Selecting Notes](#) on page 87

[Editing Note Lengths](#) on page 87

[Changing Note Pitches](#) on page 88

[Manually Assigning Notes to Different Voices](#) on page 88

[Manually Assigning Notes to Different Staves](#) on page 91

[Moving Notes and Items Rhythmically](#) on page 93

[Deleting Notes](#) on page 94

Selecting Notes

When you activate the **Object Selection** tool on the **Score Editor** toolbar, you can select notes with the mouse.

PREREQUISITE

You have input some notes in the **Score Editor**.

PROCEDURE

1. On the **Score Editor** toolbar, activate **Object Selection**.
2. Do one of the following:
 - Click the notes that you want to select.

TIP

You can extend the selection by clicking **Shift - Right Arrow**.

-
- Drag a selection rectangle to select several notes.

RESULT

The notes are selected.

RELATED LINKS

[Score Display](#) on page 22

Editing Note Lengths

You can change the lengths of individual notes after they have been input.

PROCEDURE

1. In the score display, select the note for which you want to change the length.
2. Do one of the following:

- Click one of the note length options on the toolbar.
- On the info line, double-click the **Length** value field, and enter the new note length.

Start	End	Length	Pitch
2. 1. 1. 0	2. 3. 1. 0	0.2.0.0	F3

RESULT

The note length is changed accordingly.

RELATED LINKS

[Score Editor Info Line](#) on page 21

[Note Length](#) on page 20

Changing Note Pitches

You can change the pitches of individual notes, including grace notes, after they have been input.

PROCEDURE

1. In the score display, select the notes for which you want to change the pitches.
2. Do one of the following:
 - Use the mouse to drag the notes up or down.
 - On the info line, double-click the **Pitch** value field, and enter the new pitch.

Start	End	Length	Pitch
1. 2. 3. 0	1. 2. 3.119	0. 0. 0.119	G3

RESULT

The note pitches are changed accordingly.

RELATED LINKS

[Score Editor Info Line](#) on page 21

Manually Assigning Notes to Different Voices

Input notes are automatically assigned to voices according to the instrument mapping. However, you can also manually assign notes to different voices.

PROCEDURE

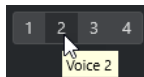
1. Activate the track that contains the notes that you want to assign to a different voice.
2. Select **Score > Instrument Settings**.
3. In the **Voices** section, activate as many voices as you need.

NOTE

If the selected track is a drum track, the **Percussion** section is shown instead. In that case, you must open the **Drum Map Setup** dialog and use the **Voice** column for the specific drum instruments to set up the voices.

-
4. Optional: Specify your preferred stem direction and slash type.
 5. Close the dialog.

6. In the score display, select the notes that you want to assign to a different voice.
7. On the **Note Input** toolbar, click the corresponding **Voice** button.



RESULT

The notes are assigned to the corresponding voice.

NOTE

To move notes to a different voice, you can also assign key commands to the commands **Move to Voice 1-4** in the **Score Editor** category of the **Key Commands** dialog.

RELATED LINKS

- [Voices](#) on page 7
- [Instrument Tab](#) on page 64
- [Drums and Percussion Instruments](#) on page 117
- [Note Input Toolbar](#) on page 19
- [Drum Map Setup Dialog](#) on page 118
- [Manually Assigning Notes to Different Staves](#) on page 91
- [Cross Staff Submenu](#) on page 127
- [Finding Manual Voice Assignments](#) on page 89
- [Resetting Manual Voice Assignments](#) on page 90
- [Reassigning Notes to Voices via the Logical Editor](#) on page 90

Finding Manual Voice Assignments

You can search for notes with a manual voice assignment.

PREREQUISITE

You have a MIDI part with notes manually assigned to voices, for example, because you used the **Voice** buttons on the **Note Input** toolbar or the **Move to Voice 1-4** key commands, or because you imported a MusicXML file or a Dorico project.

PROCEDURE

1. In the **Project** window, select the MIDI part that you want to search for manual voice assignments.
 2. Do one of the following:
 - Select **MIDI > Logical Editor > Apply Preset** to open the preset browser.
 - Select **MIDI > Logical Editor > Setup**, and click the **Preset** field to open the preset browser.
 3. In the search field, enter **Score**, and in the reduced tree, select **Select notes assigned to any voice**.
 4. Click **Apply**.
-

RESULT

In the **Score Editor**, all notes with a manually assigned voice are selected.

AFTER COMPLETING THIS TASK

You can reset the manual voice assignment so that it is reassigned automatically by the voicing algorithm integrated in Nuendo.

You can manually assign voices via the **Logical Editor**.

RELATED LINKS

[Manually Assigning Notes to Different Voices](#) on page 88

[Resetting Manual Voice Assignments](#) on page 90

[Reassigning Notes to Voices via the Logical Editor](#) on page 90

[Voices](#) on page 7

[Instrument Tab](#) on page 64

Reassigning Notes to Voices via the Logical Editor

You can use the **Logical Editor** to find notes that were manually assigned to voices and reassign them to a different voice.

PREREQUISITE

You have a MIDI part with notes manually assigned to voices, and you have used the logical preset **Select notes assigned to any voice** to select them.

PROCEDURE

1. In the **Logical Editor**, set the functions pop-up menu to **Transform**.
2. In the **Event Transform Actions** section, click **Insert** to add a new action line.
3. Click the **Action Target** column, and select **Score Editor Operation**.
4. Click the **Operation** column, and select **Assign stave and voice**.
5. Click the **Parameter 2** column, and enter the number of the voice that you want to assign to the selected notes.
6. Click **Apply**.

RESULT

The selected notes are reassigned to the specified voice number.

RELATED LINKS

[Finding Manual Voice Assignments](#) on page 89

[Manually Assigning Notes to Different Voices](#) on page 88

[Voices](#) on page 7

[Instrument Tab](#) on page 64

Resetting Manual Voice Assignments

You can reset manual voice assignments of notes. This is useful if you want the Nuendo voicing algorithm to automatically assign voices to imported MIDI files, for example. This allows you to tidy up projects with multi-voice keyboard music that does not have a good voice assignment.

PREREQUISITE

You have a MIDI part with notes manually assigned to voices, for example, because you used the **Voice** buttons on the **Note Input** toolbar or the **Move to Voice 1-4** key commands, or because you imported a MusicXML file or a Dorico project.

PROCEDURE

1. In the **Project** window, select the MIDI part that you want to search for manual voice assignments.
 2. Do one of the following:
 - Select **MIDI > Logical Editor > Apply Preset** to open the preset browser.
 - Select **MIDI > Logical Editor > Setup**, and click the **Preset** field to open the preset browser.
 3. In the search field, enter Score, and in the reduced tree, select **Unassign stave and voice**.
 4. Click **Apply**.
-

RESULT

The voice assignment is reset and automatically reassigned by the voicing algorithm integrated in Nuendo.

RELATED LINKS

[Manually Assigning Notes to Different Voices](#) on page 88

[Finding Manual Voice Assignments](#) on page 89

[Voices](#) on page 7

[Instrument Tab](#) on page 64

Manually Assigning Notes to Different Staves

When you input notes for a grand staff instrument, for example, the notes are automatically assigned to the staves. If one or several notes do not end up where you expect them on the staff, you can manually move them.

PROCEDURE

1. Activate the track that contains the notes that you want to move to a different staff.
 2. In the score display, select the notes that you want to move to a different staff.
 3. Select **Score > Cross Staff > Move to Staff Below** or **Score > Cross Staff > Move to Staff Above**.
-

RESULT

The notes are moved to the corresponding staff.

NOTE

To move notes to a different staff, you can also assign key commands to the commands **Cross Staff: Move to Staff Above/Cross Staff: Move to Staff Below** in the **Score Editor** category of the **Key Commands** dialog.

RELATED LINKS

[Voices](#) on page 7

[Instrument Tab](#) on page 64

[Drums and Percussion Instruments](#) on page 117

[Note Input Toolbar](#) on page 19

[Drum Map Setup Dialog](#) on page 118

[Cross Staff Submenu](#) on page 127

[Finding Manual Staff Assignments](#) on page 92

Finding Manual Staff Assignments

You can search for notes with a manual staff assignment.

PREREQUISITE

You have a MIDI part with notes manually assigned to staves, for example, because you used the **Move to Staff Above** or **Move to Staff Below** functions, or because you imported a MusicXML file or a Dorico project.

PROCEDURE

1. In the **Project** window, select the MIDI part that you want to search for manual staff assignments.
 2. Select **MIDI > Logical Editor > Setup**.
 3. In the **Event Target Filters** section, click **Insert** to add a new action line.
 4. Set the **Filter Target** to **Type**, the **Condition** to **Equal** and **Parameter 1** to **Note**.
 5. In the **Event Target Filters** section, click **Insert** to add a new action line.
 6. Set the **Filter Target** to **Assigned Stave (Score Editor)**, the **Condition** to **Bigger or Equal** and **Parameter 1** to **1**.
 7. Click **Apply**.
-

RESULT

In the **Score Editor**, all notes with manually assigned staves are selected.

AFTER COMPLETING THIS TASK

You can reset the manual staff assignment so that it is reassigned automatically by the voicing algorithm integrated in Nuendo.

You can manually assign staves via the **Logical Editor**.

RELATED LINKS

[Manually Assigning Notes to Different Staves](#) on page 91
[Instrument Tab](#) on page 64

Reassigning Notes to Staves via the Logical Editor

You can use the **Logical Editor** to find notes that were manually assigned to staves and reassign them.

PREREQUISITE

You have a MIDI part with notes that are manually assigned to staves, and you have selected them via the **Logical Editor**.

PROCEDURE

1. Set the functions pop-up menu at the bottom of the **Logical Editor** to **Transform**.
2. In the **Event Transform Actions** section, click **Insert** to add a new action line.
3. Set the **Action Target** to **Score Editor Operation**.
4. Click the **Operation** column, and select **Assign stave and voice**.
5. Click the **Parameter 1** column, and enter the staff number to which the selected notes should be assigned.

6. Click **Apply**.

RESULT

The selected notes are reassigned to the specified staff number.

Resetting Manual Staff Assignments

You can reset manual staff assignments of notes. This is useful if you want the Nuendo voicing algorithm to automatically assign voices to imported MIDI files, for example. This allows you to tidy up projects with multi-voice keyboard music that does not have a good staff assignment.

PREREQUISITE

You have a MIDI part with notes manually assigned to staves.

PROCEDURE

1. In the **Project** window, select the MIDI part that you want to search for manual stave assignments.
 2. Do one of the following:
 - Select **MIDI > Logical Editor > Apply Preset** to open the preset browser.
 - Select **MIDI > Logical Editor > Setup**, and click the **Preset** field to open the preset browser.
 3. In the search field, enter Score, and in the reduced tree, select **Unassign stave and voice**.
 4. Click **Apply**.
-

RESULT

The staff assignment is reset and reassigned automatically by the voicing algorithm integrated in Nuendo.

RELATED LINKS

[Manually Assigning Notes to Different Voices](#) on page 88

[Finding Manual Voice Assignments](#) on page 89

[Voices](#) on page 7

[Instrument Tab](#) on page 64

Moving Notes and Items Rhythmically

After inputting notes and items, you can move them to new rhythmic positions further to the right/left along staves.

PROCEDURE

1. Activate the **Object Selection** tool to select the notes or items that you want to move.
 2. Move the notes or items in any of the following ways:
 - Click and drag them to the right/left.
 - To move a tempo mark, select the corresponding tempo event on the tempo track or in the **Tempo Track Editor**, and change the value in the **Start** field of the info line.
 - To move a tempo mark, select the corresponding tempo event on the tempo track or in the **Tempo Track Editor**, and drag it to a new position, or change the value in the **Start** field on the info line.
-

RESULT

The selected notes or items are moved to new rhythmic positions.

RELATED LINKS

[Tempo Marks](#) on page 102

[Rhythmic Grid](#) on page 81

[Caret](#) on page 80

Deleting Notes

You can delete notes independently of each other.

PREREQUISITE

You have input some notes in the **Score Editor**.

PROCEDURE


1. On the **Score Editor** toolbar, select **Object Selection**.
2. Do one of the following to select the notes that you want to delete:
 - Click the notes.

TIP

You can extend the selection by clicking **Shift - Right Arrow**.

- Drag a selection rectangle around several notes.
3. Do one of the following:
 - Press **Backspace**.
 - Press **Delete**.

NOTE

You can also delete individual notes by activating the **Erase**  tool on the **Score Editor** toolbar and clicking the notes.

RESULT

The notes are deleted.

RELATED LINKS

[Score Display](#) on page 22

[Score Editor Toolbar](#) on page 15

Notations Input

You can input many types of notations, both during note input and by adding them to existing notes and music.

Notation is a broad term that includes many different items, including articulations, slurs, dynamics, and more.

RELATED LINKS

[Inputting Clefs](#) on page 95

[Inputting Key Signatures](#) on page 95
[Inputting Time Signatures](#) on page 97
[Inputting Slash Regions](#) on page 98
[Inputting Accidentals](#) on page 99
[Inputting Pedal Lines](#) on page 99
[Creating Numbered Bar Regions](#) on page 101
[Inputting Tempo Marks](#) on page 103
[Inputting Section Markers](#) on page 109
[Inputting Chord Symbols](#) on page 110
[Inputting Lyrics](#) on page 113
[Inputting Text](#) on page 115

Inputting Clefs

You can input clefs using the **Clefs** options on the **Symbols** tab.

PROCEDURE

1. On the **Symbols** tab, click **Clefs**.
2. Open a section, and choose a clef type.
3. Click a clef symbol to load the mouse cursor.
4. In the score display, click at the position of the staff where you want to input the clef.
5. Press **Esc** to unload the mouse cursor again.

RESULT

The clef is shown in the score display and applies to all notes on the staff, up to the next clef.

NOTE

The **Music Font** that is selected on the **Fonts** page of the **Score Settings** dialog is used.

RELATED LINKS

[Clefs Options](#) on page 27
[Score Settings Dialog](#) on page 78
[Creating an Empty MIDI Part](#) on page 81
[Score Display](#) on page 22
[Notation Settings - Clefs Page](#) on page 74

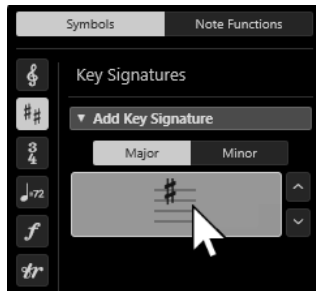
Inputting Key Signatures

You can input key signatures using the **Key Signatures** options on the **Symbols** tab. Key signatures are markings that show the current key of music by indicating which notes in the scale for the corresponding key are sharpened or flattened. They are shown at the start of each system, on every applicable staff.

PROCEDURE

1. On the **Symbols** tab, click **Key Signatures**.
2. In the **Add Key Signature** section, do one of the following:
 - To choose a major key signature, click **Major**.
 - To choose a minor key signature, click **Minor**.

3. Use the **More Sharps/Fewer Flats** or the **Fewer Sharps/More Flats** controls to add or remove sharp or flat accidentals from the key signature.
4. Click the displayed key signature symbol to load the mouse cursor.



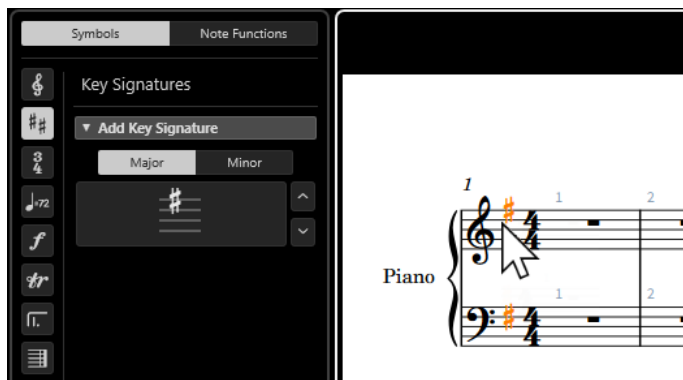
5. In the score display, click at the position where you want to input the key signature.
6. Press **Esc** to unload the mouse cursor again.

RESULT

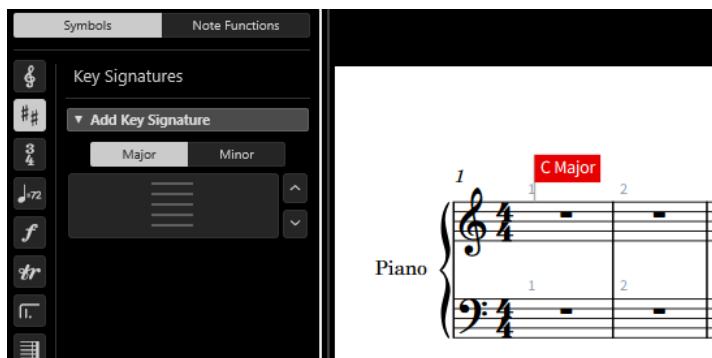
The key signature is shown in the score display, and all notes that you subsequently input follow the key signature.

NOTE

The **Music Font** that is selected on the **Fonts** page of the **Score Settings** dialog is used.



If you input a key signature that does not show accidentals, such as C major or A minor, this is indicated by a signpost.



RELATED LINKS

[Key Signatures Options](#) on page 29

[Score Settings Dialog](#) on page 78

[Creating an Empty MIDI Part](#) on page 81

[Score Display](#) on page 22

[Notation Settings - Key Signatures Page](#) on page 75

Inputting Time Signatures

You can input time signatures using the **Time Signatures** options on the **Symbols** tab. You can also add time signature events via the **Tempo Track Editor**.

NOTE

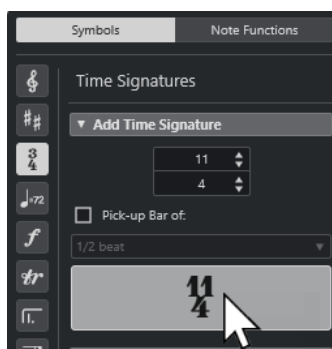
For a full description of the **Tempo Track Editor**, refer to the **Editing Tempo and Time Signature** chapter of the **Operation Manual**.

PROCEDURE

1. On the **Symbols** tab, open the **Time Signatures** options.
2. Do one of the following:
 - In the **Common** section, click one of the time signature symbols to load the mouse cursor.
 - In the **Add Time Signature** section, use the **Numerator** and the **Denominator** to specify a custom time signature, and click the displayed time signature symbol to load the mouse cursor.

TIP

You can add a pick-up bar by activating **Pick-up Bar of** and selecting one of the options from the menu.



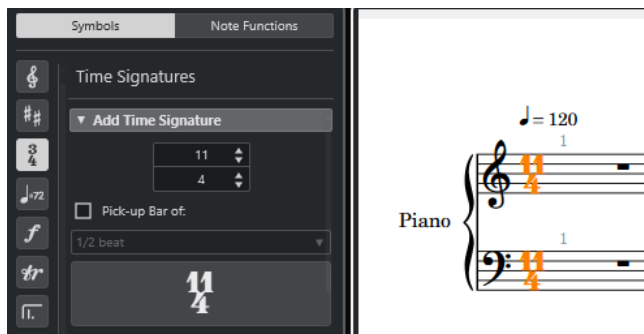
3. In the score display, click at the position where you want to input the time signature.
 4. Press **Esc** to unload the mouse cursor again.
-

RESULT

The time signature is shown in the score display, and all notes that you subsequently input follow the time signature.

NOTE

The **Music Font** that is selected on the **Fonts** page of the **Score Settings** dialog is used.



NOTE

On the **Time Signatures** page of the **Layout** tab in the **Layout Settings** dialog, you can choose to show time signatures on every staff, or once per bracket, or at system object positions and above the staff. These settings have an effect on all tracks/instruments that are contained in the active layout.

RELATED LINKS

[Time Signatures Options](#) on page 29

[Layout Settings - Time Signatures Page](#) on page 58

[Notation Settings - Time Signatures Page](#) on page 77

[Score Settings Dialog](#) on page 78

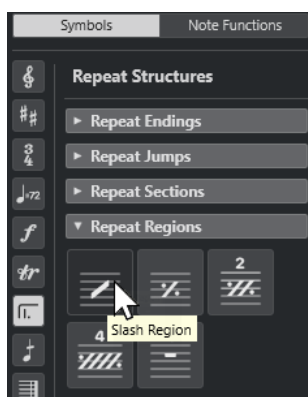
[Score Display](#) on page 22

Inputting Slash Regions

You can input slash regions to automatically display rhythm slashes as appropriate for the meter. A single slash region can extend across multiple different meters.

PROCEDURE

1. On the **Symbols** tab, open the **Repeat Structures** options.
2. In the **Repeat Regions** section, click **Slash Region** to load the mouse cursor.



3. Click the bar where you want to input the slash region.
 4. Press **Esc** to unload the mouse cursor again.
-

RESULT

A slash region is inserted, and the rhythm slashes are shown on each beat. The start handle allows you to lengthen/shorten the slash region, the end handle allows you to move it.



NOTE

You cannot input notes in a slash region.

RELATED LINKS

[Repeat Structures Options](#) on page 34

Inputting Accidentals

You can input accidentals during note input and by adding them to existing notes. You can also change the accidentals of existing notes. Accidentals that are part of the prevailing key signature are input automatically.

NOTE

To adjust the default settings for accidentals, use the **Accidentals** page of the **Notation Settings** dialog.

PROCEDURE

1. Select the notes to which you want to add accidentals or whose accidentals you want to change.
 2. In the **Accidental** section of the **Note Input** toolbar, click the desired accidental.
-

RESULT

The accidental is added to the selected notes.

NOTE

- During note input, the selected accidental is only input on the next note you input. You must reselect the accidental for each subsequent note.
 - If you input notes using a MIDI device, Nuendo automatically shows an accidental if necessary. It selects a sharp, flat, or natural, based on the key signature and the context. You can later respell notes so that they are shown as their enharmonic equivalents, with different accidentals.
-

RELATED LINKS

[Inputting Notes via Step Input](#) on page 84

[Inputting Notes with the Mouse](#) on page 83

[Notation Settings - Accidentals Page](#) on page 71

Inputting Pedal Lines

You can input pedal lines by adding them to existing notes. Pedal lines indicate to performers which piano pedals to use, and can also give performance instructions, such as how far down to depress the pedals and when to lift a pedal to clear the resonance.

PROCEDURE

1. Select the notes to which you want to add pedal lines.

2. On the **Symbols** tab, click **Playing Techniques**.
3. In the **Keyboard** section, activate the symbol for pedal lines to load the mouse cursor.
4. Click the notes on the staff for which you want to input pedal lines.

RESULT

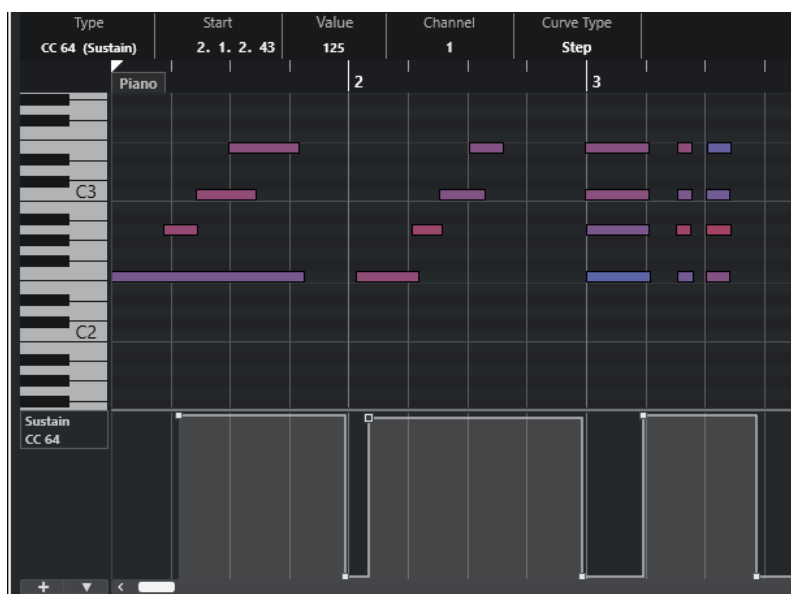
The pedal lines are added.



NOTE

Brief pedal ups/downs are shown as a retake.

If you open the MIDI part in the **Key Editor**, the controller lane for MIDI controller CC 64 (Sustain) is added, and the pedal lines are represented by controller events.



NOTE

When you import a MIDI file that contains CC 64 (Sustain) pedal events, these are automatically imported as pedal line events if **Import Controller as Automation Tracks** is deactivated in the **Preferences** dialog (**MIDI—MIDI File** page).

For more information on controller lanes and controller events, refer to the **MIDI Editors** chapter of the **Operation Manual**.

RELATED LINKS

[Inputting Notes via Step Input](#) on page 84

[Inputting Notes with the Mouse](#) on page 83

[Instrument Tab](#) on page 64

Creating Numbered Bar Regions

You can create numbered bar regions to show bar counts in specific regions without additional notations. This can help performers keep track of how many bars have passed when playing repetitive music.

PREREQUISITE

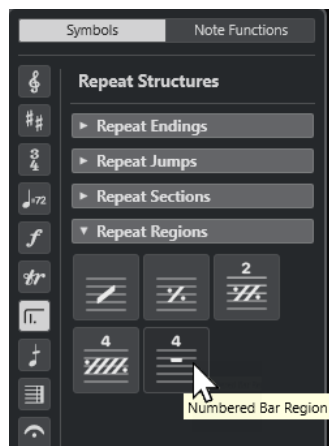
You have opened and selected a part.

NOTE

The **Numbered Bar Region** symbol can only be used in part layouts, and only with a part selected.

PROCEDURE

1. On the **Symbols** tab, open the **Repeat Structures** options.
2. In the **Repeat Regions** section, click **Numbered Bar Region** to load the mouse cursor.



3. Click the bar where you want to input the first numbered bar region.
 4. Click the end handle at the top right of the bar, and drag it to the right to span all subsequent bars that you want to include.
 5. Press **Esc** to unload the mouse cursor again.
-

RESULT

A numbered bar region is created.

NOTE

You can adjust the frequency, position, and placement of bar numbers on the **Bar Numbers** in the **Layout Settings** dialog.

RELATED LINKS

[Repeat Structures Options](#) on page 34

[Adding Layouts](#) on page 44

[Layout Settings - Bar Numbers Page](#) on page 55

[Score Menu View Options for Notes and Rests](#) on page 79

Tempo Marks

Tempo marks indicate how fast music is supposed to be played. Tempo marks can show text instructions, metronome marks, or a combination of both.

Text instructions in tempo marks are traditionally expressed in Italian, such as *largo* or *allegretto*. The text instruction can express how fast the music is supposed to be played, but it can also hint to its character. For example, *grave* means “slow”, but also “solemn” and “sad”, and *vivo* translates to “fast”, but also implies a “lively” and “energetic” quality.

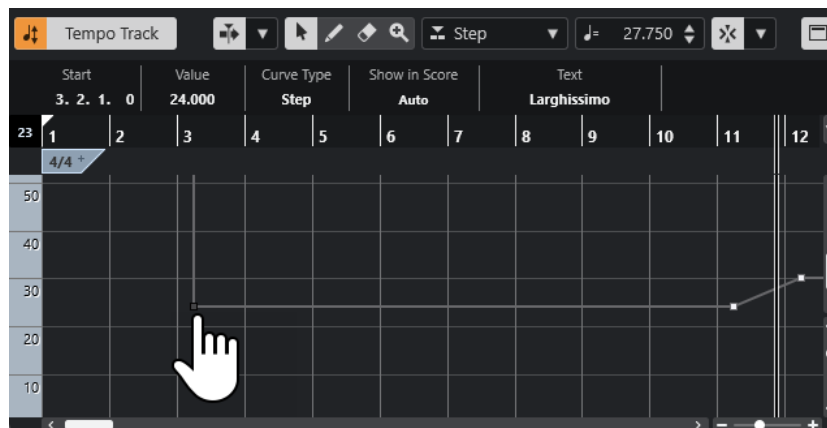
Metronome marks show the speed of the music, indicated in beats per minute, or “bpm”.

The **Score Editor** offers a large variety of tempo marks that are available as preset **Tempo** options on the **Symbols** tab.

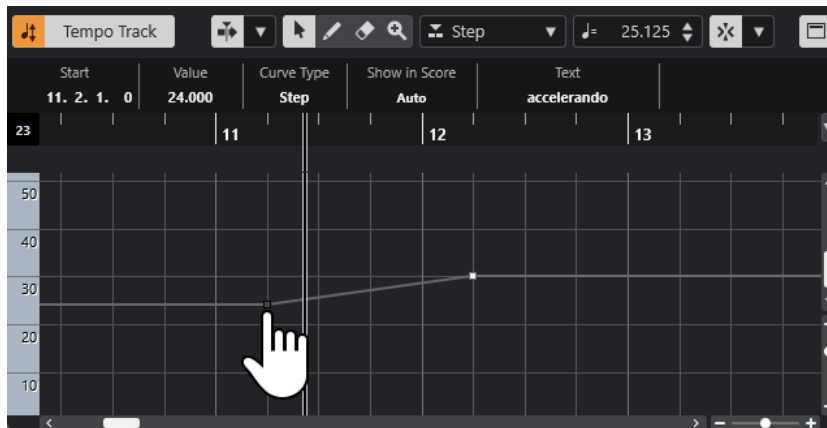


▼ Absolute Tempo Change	
Larghissimo	24
Grave	36
Largo	56
Lacrimoso	60
Lamentoso	60
Larghetto	60
Lento	60
Malinconico	60

When you input a tempo preset, it is shown as a tempo mark in the score display, and as a tempo event on the tempo track and in the **Tempo Track Editor**. Tempo presets chosen from the **Absolute Tempo Change** section create a single step tempo event on the tempo track and in the **Tempo Track Editor**.



Tempo presets chosen from the **Gradual Tempo Change** section create a step tempo event that results in a ramp.



On the tempo track and in the **Tempo Track Editor**, you can edit tempo indications via the info line. The **Text** field shows Italian tempo indications, and the **Value** field displays metronome marks.

You can also enter tempo events via the tempo track or the **Tempo Track Editor**. They are shown as tempo marks in the **Score Editor**.

NOTE

The **Project** window ruler follows any tempo changes entered via the **Score Editor**, the tempo track or the **Tempo Track Editor**.

RELATED LINKS

[Tempo Options](#) on page 31
[Inputting Tempo Marks](#) on page 103
[Moving Notes and Items Rhythmically](#) on page 93
[Absolute Tempo Change](#) on page 31
[Gradual Tempo Change](#) on page 32
[Signposts](#) on page 12
[Showing/Hiding Tempo Marks](#) on page 105

Inputting Tempo Marks

You can input tempo marks during note input or add them to existing music.

NOTE

For a full description of the tempo functions in Nuendo, refer to the **Editing Tempo and Time Signature** chapter of the **Operation Manual**.

PROCEDURE

1. On the **Symbols** tab, click **Tempo**.
2. Do one of the following:
 - To input a defined change in tempo with both an Italian tempo indication and a metronome mark, select a tempo preset from the **Absolute Tempo Change** section.
 - To input a change in tempo over a defined period of time, select a tempo preset from the **Gradual Tempo Change** section.
 - To input a change in tempo that is relative to the previous tempo, select a tempo preset from the **Relative Tempo Change** section.

3. In the score display, click at the rhythmic position where you want to input the tempo mark.
 4. Press **Esc** to unload the mouse cursor again.
-

RESULT

The input tempo mark is displayed.



NOTE

You can also enter tempo events on the tempo track or via the **Tempo Track Editor**. They are shown as tempo marks in the **Score Editor**.

AFTER COMPLETING THIS TASK

You can use one of the presets from the **Reset Tempo** section to return to the previous tempo, such as *A tempo*, or a previously defined tempo, such as *Tempo primo*.

RELATED LINKS

[Tempo Marks](#) on page 102

[Tempo Options](#) on page 31

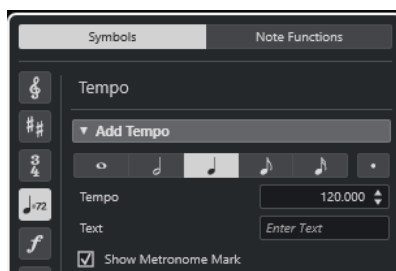
[Score Display](#) on page 22

Inputting Custom Tempo Marks

You can specify and input a tempo, a metronome mark, or a combination of both as a custom tempo mark.

PROCEDURE

1. On the **Symbols** tab, click **Tempo**.
2. Open **Add Tempo**.



3. Activate one of the note duration buttons to select a note duration.

NOTE

If you input non-quarter note beat units, the **Tempo** value is scaled. If you input a half note with a **Tempo** value of 60, the resulting tempo is 120 (quarter notes/min).

4. In the **Tempo** field, enter a tempo value.
5. Optional: In the **Text** field, enter descriptive text for your tempo mark.

6. Optional: Activate **Show Metronome Mark**.
 7. Click **Add Tempo** to load the mouse cursor.
 8. In the score display, click at the rhythmic position where you want to input the tempo mark.
 9. Press **Esc** to unload the mouse cursor again.
-

RESULT

The tempo mark is added.

RELATED LINKS

[Tempo Options](#) on page 31

[Tempo Marks](#) on page 102

[Inputting Tempo Marks](#) on page 103

[Score Display](#) on page 22

Showing/Hiding Tempo Marks

You can show/hide individual tempo marks in the **Score Editor** via the tempo track or the **Tempo Track Editor** info line.

PROCEDURE

1. Select **Project > Add Track > Tempo**.
2. On the tempo track or in the **Tempo Track Editor** event display, select the tempo events for which you want to change the show/hide status.
You can also select multiple tempo events to change their status in one operation.
3. On the info line, open the **Show in Score** menu, and do one of the following:
 - Select **Show** to show the selected tempo events in the **Score Editor**.
 - Select **Hide** to hide the selected tempo events from the **Score Editor**.

NOTE

By default, **Show in Score** is set to **Auto**. This hides tempo changes that only deviate from the previous value by up to approximately 3% and keeps the score display legible.

RESULT

In the **Score Editor** event display, the tempo marks are shown/hidden according to your settings. Signposts are shown for hidden tempo events so that you can still select and edit them.

NOTE

- Signposts are not printed. You can hide/show all signposts by activating/deactivating **Score > Hide Signposts**.
 - To show/hide signposts, you can also assign a key command to the command **Hide Signposts** in the **Score Editor** category of the **Key Commands** dialog.
-

NOTE

For a full description of the tempo functions in Nuendo, refer to the **Editing Tempo and Time Signature** chapter of the **Operation Manual**.

RELATED LINKS

[Tempo Options](#) on page 31

[Inputting Tempo Marks](#) on page 103

[Moving Notes and Items Rhythmically](#) on page 93

[Absolute Tempo Change](#) on page 31

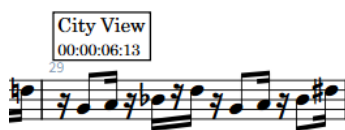
[Gradual Tempo Change](#) on page 32

[Signposts](#) on page 12

Markers

Markers are labels that are locked to a particular position in time; for example, they can indicate an important moment in a video that requires musical prominence. Composers often use them to help shape the writing process.

Timecode Markers



You can display markers as timecode positions in the score. For this to work, you must set the marker track to a linear timebase.

NOTE

With multiple marker tracks, only the markers of the active marker track are shown, and only if the active marker track is set to a linear timebase.

Timecodes ensure precise synchronization between multiple elements, such as music and moving images, and can be used as a reference tool. They are displayed in the format hh:mm:ss:ff; that is, two-digit hours, minutes, seconds, and frames. Timecode values use the **Project Frame Rate**, the **Project Start Time**, and the **Time Offset** from the settings in the **Project Setup** dialog.

NOTE

The **Project Start Time** and the **Time Offset** values are combined, so that the timecode positions shown in the score correspond to the ones in the ruler.

You can control the appearance of markers in the **Markers and Timecode** section of the **Layout Settings** dialog. These settings have an effect on all tracks/instruments that are contained in the active layout.

NOTE

The **Default Text Font** option that is selected on the **Fonts** page of the **Score Settings** dialog is used.

Section Markers

The image shows a musical score for three guitar tracks. The top track, labeled 'Acoustic Guitar', is in 4/4 time with a tempo of 120. It features a section marker labeled 'Intro' at the beginning. The middle track, labeled 'Ac. Gtr', has a section marker labeled 'A' at measure 5. The bottom track, also labeled 'Ac. Gtr', has a section marker labeled 'B' at measure 9. The score includes various musical notations such as chords, single notes, and rests.

You can display markers as section markers or musical markers, in the score. For this to work, you must set the marker track to a musical timebase.

Section markers are markers that are primarily used for visual organization and navigation in the score. They allow you to label specific sections of your score or your lead sheet, such as “Verse” and “Chorus” or “A” and “B”. This is useful for structuring your music and makes it easier to follow during playback. Section markers do not affect playback in Nuendo.

NOTE

With multiple marker tracks, only the markers of the active marker track are shown, and only if the active marker track is set to a musical timebase.

NOTE

The **Default Text Font** option that is selected on the **Fonts** page of the **Score Settings** dialog is used.

RELATED LINKS

[Layout Settings - Markers and Timecode Page](#) on page 59

[Inputting Section Markers](#) on page 109

[Inputting Slash Regions](#) on page 98

Inputting Timecode Markers


In Nuendo, you can input markers on the marker track at specific positions in time and display them as timecode positions in the **Score Editor**.

PREREQUISITE

You have set the marker track to a linear timebase.

PROCEDURE

1. Select **Project > Add Track > Marker** to add a marker track to your project.
2. Right-click the track list for the marker track, and from the pop-up menu, select **Track Controls Settings**.
3. In the **Hidden Controls** section of the dialog, select **Toggle time base**, and click **Add** to move it to the visible controls.

4. Click **OK**.
5. In the track list for the marker track, deactivate **Switch time base between Musical and Linear**.
This sets the marker track to a linear timebase .

NOTE

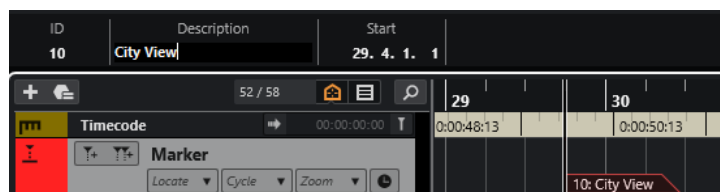
Timecode markers are only shown in the score if the marker track is set to a linear timebase.

6. Select **Project > Add Track > Ruler** to add a ruler track to your project.
7. Right-click the ruler track to open the display format context menu, and select **Timecode**.
8. On the marker track, add a marker.
You can either use the **Draw** tool on the **Project** window toolbar or click **Add Position Marker** in the marker track list.

TIP

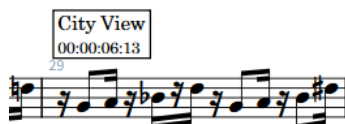
Use the ruler track to find the exact timecode position.

9. Optional: On the **Project** window info line, double-click the **Description** field, and enter descriptive text for the marker.



RESULT

A marker is input and shown as a timecode marker in the score.



TIP

The **Show in Score** menu on the **Project** window info line allows you to show/hide selected markers on the marker track.

NOTE

On the **Markers and Timecode** page of the **Layout** tab in the **Layout Settings** dialog, you can specify if and where you want to display markers in the score. Here, you can also adjust the position and the frequency of the timecode. These settings have an effect on all tracks/instruments in the active layout.

The **Default Text Font** option that is selected on the **Fonts** page of the **Score Settings** dialog is used.

RELATED LINKS

[Markers](#) on page 106

[Layout Settings - Markers and Timecode Page](#) on page 59

[Score Display](#) on page 22

[Inputting Section Markers](#) on page 109

[Score Settings Dialog](#) on page 78

Inputting Section Markers

In Nuendo, you can input section markers on the marker track at specific positions in time and display them as section markers in the **Score Editor**.

PREREQUISITE

You have set the marker track to a musical timebase.

PROCEDURE

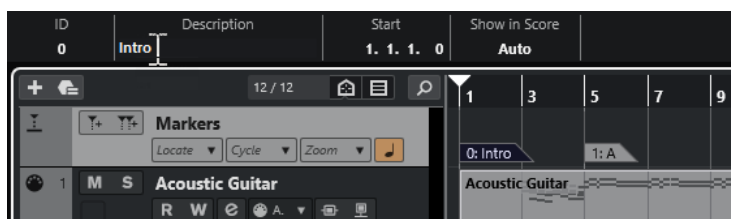
1. Select **Project > Add Track > Marker** to add a marker track to your project.
2. Right-click the track list for the marker track, and from the pop-up menu, select **Track Controls Settings**.
3. In the **Hidden Controls** section of the dialog, select **Toggle time base**, and click **Add** to move it to the visible controls.
4. Click **OK**.
5. In the track list for the marker track, activate **Switch time base between Musical and Linear**.

This sets the marker track to a musical timebase 🗲.

NOTE

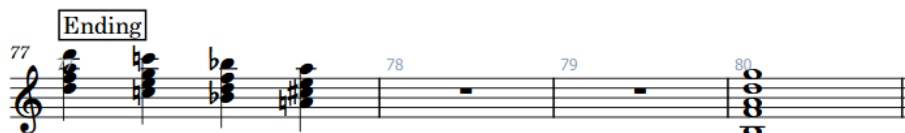
Section markers are only shown in the score if the marker track is set to a musical timebase.

6. On the marker track, add a marker.
You can either use the **Draw** tool on the **Project** window toolbar or click **Add Position Marker** in the marker track list.
7. On the **Project** window info line, double-click the **Description** field, and enter descriptive text for the marker.



RESULT

A marker is input and shown as a section marker in the score.



TIP

The **Show in Score** menu on the **Project** window info line allows you to show/hide selected markers on the marker track.

NOTE

The **Default Text Font** option that is selected on the **Fonts** page of the **Score Settings** dialog is used.

RELATED LINKS

[Score Display](#) on page 22

[Inputting Timecode Markers](#) on page 107

[Voices](#) on page 66

[Score Settings Dialog](#) on page 78

[Inputting Slash Regions](#) on page 98

Inputting Chord Symbols

You can input chord symbols using the chord symbols popover with the computer keyboard.

NOTE

If your project has a chord track, the chord symbols are automatically shown in the score. Changing and moving chord symbols in the **Score Editor** also changes the chords on the chord track.

For a description of the chord track and its functions, refer to the **Chord Functions** chapter of the **Operation Manual**.

PROCEDURE

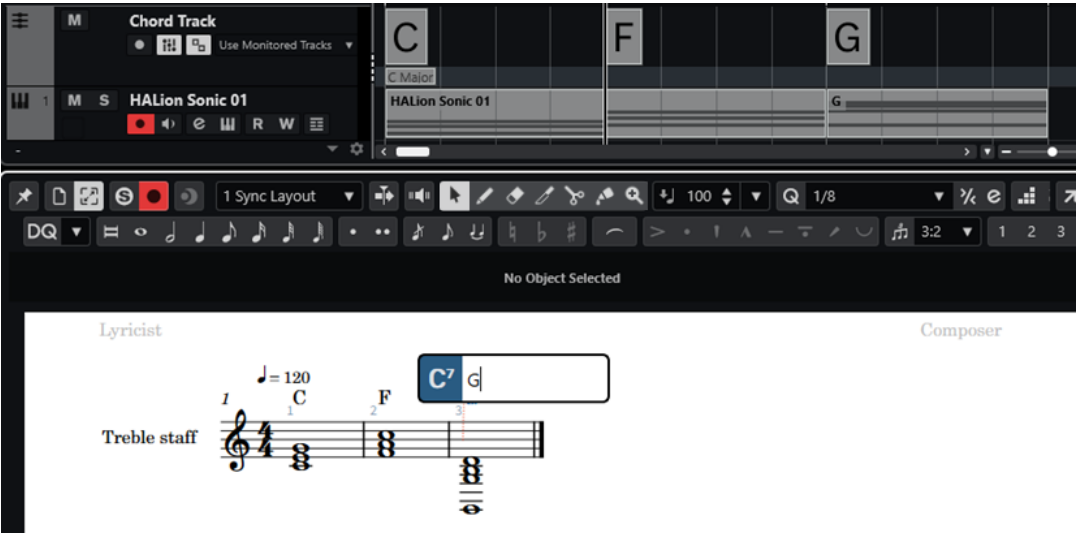
1. Open the **Symbols** tab, and click **Text**.
 2. Activate **Chord Symbols** to load the mouse cursor.
 3. Click on the staff and at the rhythmic position where you want to input the chord symbol.
 4. In the chord symbols popover, use your computer keyboard to enter the letters and numbers for the different chord symbol components in any combination.
For example, enter C for a C major chord symbol or D#sus4 for a D#sus4 chord symbol.
 5. Optional: Press **Right Arrow** to move to the next position, and enter a chord symbol.
 6. When you are done, press **Return** or **Esc**, or click in an empty area of the score display to close the popover.
-

RESULT

The specified chord symbol is input. A chord track is added to your project, and the chord events are displayed.

NOTE

The default **Default Text Font** that is selected on the **Fonts** page of the **Score Settings** dialog is used.



NOTE

- On the **Chord Symbols** page of the **Layout** tab in the **Layout Settings** dialog, you can specify if chord symbols are shown above the staves of specific instruments or above the top of each system. It also allows you to choose whether to show chord symbols between or above the staves of grand staff instruments. These have an effect on all tracks/instruments that are contained in the active layout.
- In the **Chord Symbols** section of the **Instrument** tab of the **Layout Settings** dialog, you can show/hide chord symbols.

RELATED LINKS

[Popovers](#) on page 12
[Chord Symbol Popover Reference](#) on page 111
[Layout Settings - Chord Symbols Page](#) on page 54
[Score Settings Dialog](#) on page 78
[Score Display](#) on page 22
[Chord Symbols](#) on page 67
[Instrument Tab](#) on page 64

Chord Symbol Popover Reference

The following tables contain examples of what you can enter into the chord symbols popover to input the different possible chord symbol components. You can enter them in any combination.

To open the **Chord Symbol** popover, do the following:

- Open the **Symbols** tab, click **Text**, and activate **Chord Symbols** to load the mouse cursor. Click on the staff and at the rhythmic position where you want to input a chord symbol.

Chord Symbol Roots

Type of Chord Symbol Root	Popover Entry
English note names	C, Db, F#, B, and so on
C, Db, F#, B, and so on	

Type of Chord Symbol Root	Popover Entry
German note names C, D \flat , F \sharp , H, and so on	C, Des, Fis, H, and so on
Fixed-do solfège C, D \flat , F, F \sharp , B, and so on	do, reb, fa, fa \sharp , ti, and so on
Nashville numbers representing scale degrees Assuming C major: C, D \flat , F \sharp , B, and so on	1, 2 \flat , 4 \sharp , 7, and so on

Chord Symbol Accidentals

Type of Accidental	Popover Entry
Sharp	#
Flat	b

Chord Symbol Qualities

Chord symbol quality	Popover Entry
Major	maj, M, ma, or nothing after entering the root
Minor	m, min, or mi
Diminished	dim, di, or o
Augmented	aug, au, ag, or +
Half-diminished	half-dim, halfdim, or hd
6/9	6/9, 69, or %

NOTE

M and m entries for major and minor are case-sensitive.

Chord Symbol Intervals

Interval	Popover Entry
Scale degrees	6, 7, 9, and so on
Major 7th	^7 or ^
Major 9th	^9, maj9, or 9maj7

Chord Symbols with Altered Bass Notes

Example Altered Bass Note Chord Symbols	Popover Entry
G7/D	G7/D, G7,D

No Chord Symbols

No Chord Symbol	Popover Entry
N.C.	N.C., NC, no chord, or none

RELATED LINKS

[Inputting Chord Symbols](#) on page 110

[Popovers](#) on page 12

[Notation Settings - Accidentals Page](#) on page 71

Inputting Lyrics

You can input lyrics using the lyrics popover with the computer keyboard.

PROCEDURE

1. Open the **Symbols** tab, and click **Text**.
2. Activate **Lyrics** to load the mouse cursor.
3. Click the note on the staff where you want to start inputting lyrics.
4. Enter the word or syllable that you want to add to the selected note into the popover.
 - To include multiple words in a single lyric, press **Shift - Alt/Opt - Space** for a non-breaking space.
 - To include a hyphen within a single word or syllable, press **Alt/Opt - -**.
 - To include an elision in a lyric, press **_** (underscore).
5. Advance the popover to the next note in one of the following ways:
 - To enter the next word, press **Space**.
 - To enter the next syllable of a multi-syllabic word that is not the final syllable, press **-** (hyphen).

TIP

For lyrics sung over multiple notes, you can press these key commands multiple times, until the lyrics popover reaches the note where you want to input the next lyric.

6. Continue entering words and syllables into the popover for the rest of the notes to which you want to add lyrics.
 7. When you are done, press **Return** or **Esc**, and click in an empty area of the score display to close the popover.
-

RESULT

The text that you entered into the popover is input as lyrics.

NOTE

The default text font that is selected on the **Fonts** page of the **Score Settings** dialog is used.

RELATED LINKS

[Popovers](#) on page 12
[Text Options](#) on page 41
[Score Settings Dialog](#) on page 78
[Score Display](#) on page 22
[Adding Lyrics from the Clipboard](#) on page 114
[Pasting Lyrics Note by Note](#) on page 115

Adding Lyrics from the Clipboard

You can copy and paste lyrics from another application.

PROCEDURE

1. Prepare the lyrics in another application.
Separate words with spaces as usual, and syllables within words with hyphens.
 2. Copy the text.
 3. In the **Score Editor**, select the first note to which you want to add the lyrics.
 4. Select **Score > Lyrics from Clipboard**.
-

RESULT

The lyrics are added, starting at the selected note.

TIP

If the lyrics are not mapped to the notes as expected, you can try pasting the lyrics note by note.

NOTE

The default text font that is selected on the **Fonts** page of the **Score Settings** dialog is used.

RELATED LINKS

[Inputting Lyrics](#) on page 113
[Pasting Lyrics Note by Note](#) on page 115

Pasting Lyrics Note by Note

You can copy lyrics from another application and paste them note by note.

PROCEDURE

1. Prepare the lyrics in another application.
Separate words with spaces as usual, and syllables within words with hyphens.
2. Copy the text.
3. In the **Score Editor**, open the **Symbols** tab, and click **Text**.
4. Activate **Lyrics** to load the mouse cursor.
5. Click the note at the staff position where you want to start inputting lyrics.
6. Press **Ctrl/Cmd - V**.
The word or syllable is pasted to the note, and the popover automatically advances to the next note.
7. Do one of the following:
 - To paste the next word or syllable from the clipboard to the current note, press **Ctrl/Cmd - V**.
 - To enter a hyphen, press **-**.
 - To skip the current note and advance the popover, press **Space** as many times as needed.
8. Continue entering words and syllables into the popover for the rest of the notes to which you want to add lyrics.
9. When you are done, press **Return** or **Esc**, and click in an empty area of the score display to close the popover.

RESULT

The lyrics are added.

NOTE

The default text font that is selected on the **Fonts** page of the **Score Settings** dialog is used.

RELATED LINKS

[Inputting Lyrics](#) on page 113

[Adding Lyrics from the Clipboard](#) on page 114

Inputting Text

You can input text at specific rhythmic positions in the score using text items. You can input staff-attached text for single staves or system-attached text that is applied to all staves and appears in all applicable layouts.

PROCEDURE

1. Open the **Symbols** tab, and click **Text**.
2. Do one of the following:
 - Activate **Text** to input staff-attached text; that is, text items that you want to apply to individual staves and to only appear on those staves.

- Activate **System Text** to input system-attached text; that is, text items that you want to apply to all staves and to appear in all applicable layouts.
3. Click at the rhythmic position on the staff where you want to start inputting text.
The text formatting options pane is shown.
 4. Enter the desired text.

NOTE

You can insert a line break by pressing **Enter**.

5. Optional: Use the formatting options to format the text.
 6. Press **Esc** to close the text formatting options pane.
-

RESULT

The text is input. If you do not change or specify the style, the text item uses the default text font that is selected on the **Fonts** page of the **Score Settings** dialog.

RELATED LINKS

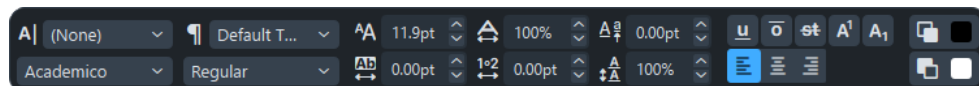
[Text Formatting Options Pane](#) on page 116
[Score Settings Dialog](#) on page 78
[Text Options](#) on page 41

Text Formatting Options Pane

The text formatting options pane allows you to format text when inputting or editing it.

To open the text formatting options pane, do the following:

- On the **Symbols** tab, open the **Text** options, activate the **Text** or **System Text**, and click at the rhythmic position on the staff where you want to start inputting text.



From left to right and top to bottom, the following options are available:

Character Style

Allows you to change the appearance of selected text within paragraphs. This overrides the default paragraph style for the corresponding paragraph.

Font Size

Allows you to change the size of selected text.

Font Stretch

Allows you to make selected text wider or narrower.

Baseline Shift

Allows you to gradually shift the baseline of selected text up or down.

Line Types

Allows you to add any of the following types of lines, in any combination, to selected text:

- **Underline**
- **Overline**
- **Strikethrough**

Script Types

Allows you to position selected text in one of the following ways, relative to the text on the baseline:

- **Superscript**
- **Subscript**

Foreground Color

Allows you to change the color of selected text.

Font

Allows you to change the font family of selected text.

Font Style

Allows you to change the font style of selected text.

NOTE

Depending on the selected font, some font styles may not be available.

Letter Spacing

Allows you to increase/decrease the space between the characters of selected text.

Word Spacing

Allows you to increase/decrease the space between the words of selected text.

Leading

Allows you to increase/decrease the line spacing of the whole text item.

Alignment

Allows you to choose one of the following alignments for the text item, relative to its rhythmic position:

- **Align Left**
- **Align Center**
- **Align Right**

Background Color

Allows you to change the background color of selected text.

RELATED LINKS

[Inputting Text](#) on page 115

Drums and Percussion Instruments

Cubase supports unpitched percussion notation, with flexible options for combining music for multiple instruments to percussion kits, such as drum sets, that can then be displayed in a number of ways in different layouts.

Drums vs Percussion

The term “unpitched percussion” covers all percussion instruments that are not tuned to specific pitches. This includes instruments such as bass drum, snare drum, guiro, maracas, cymbals, and shakers.

A percussion kit is a collection of unpitched percussion instruments. Drum sets are a particular type of percussion kit that is often used in pop and rock music.

NOTE

In this documentation, we use drums to refer to both drums and percussion.

Instrument Type

The **Score Editor** relies on semantic information in many places, in particular for knowing what kinds of instruments are used, and for adjusting the playing techniques. For drum maps, this information is provided by the **Instrument Type** and **Technique** fields of the **Drum Map Setup** dialog.

The default **GM Map** contains this information. If you select custom drum maps, however, the **Score Editor** only shows notation for pitches for which you set an **Instrument Type** in the **Drum Map Setup** dialog. For drum maps that you create with the **Create Drum Map from Instrument** function, the **Instrument Type** is mapped automatically.

NOTE

The **GM Map** follows the PAS (Percussive Arts Society) convention, which uses a smaller, more strictly defined set of symbols for regular drum kit components, compared to earlier versions of Cubase. It also defines standard noteheads and symbols for open hi-hats and snare techniques.

Noteheads

In the **Noteheads** column of the **Drum Map Setup** dialog, you can find a list of preset notehead sets for a range of note durations. Each percussion instrument in the kit is assigned to a notehead set. Pitches in the kit that correspond to a technique change, such as open hi-hat, snare side-stick, may have a different notehead set.

Voice and Stem Direction

In the **Drum Map Setup** dialog, you can set up 4 voices: **Stem Up 1**, **Stem Down 1**, **Stem Up 2**, **Stem Down 2**. Setting up voices allows you to assign all notes with this pitch to a particular voice, so that they get a common rest handling and stem direction.

RELATED LINKS

[Selecting a Drum Map](#) on page 121

[Creating a Drum Map from an Instrument](#) on page 121

[Drum Map Setup Dialog](#) on page 118

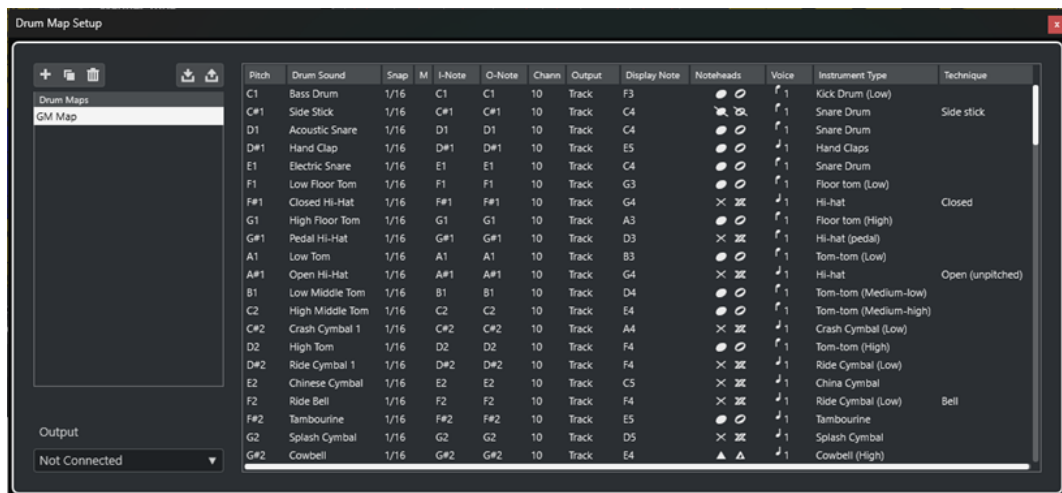
[Tracks and Instrument Types](#) on page 6

Drum Map Setup Dialog

The **Drum Map Setup** dialog allows you to load, create, modify, and save drum maps. Drum maps are lists of drum sounds with settings for each sound.

- To open the **Drum Map Setup** dialog, select **Drum Map Setup** from the **Map** pop-up menu or from the **MIDI** menu.

The list on the left shows the loaded drum maps.



NOTE

The settings for the drum sounds are the same as in the **Drum Editor**. For a detailed description of drum maps, refer to the **Operation Manual**.

New Map

Adds a new drum map to the project. The drum sounds are named "Sound 1", "Sound 2", etc. The map is named "Empty Map".

To rename the drum map, click the name in the list, and type in a new name.

New Copy

Adds a copy of the selected drum map to create a new drum map. You can then change the drum sound settings of the copy and rename the drum map in the list.

Remove

Removes the selected drum map from the project.

Save

Allows you to save the drum map that is selected in the list. Drum map files have the extension .drm.

Load

Allows you to load drum maps into your project.

Output

Allows you to select the output for the drum map sounds.

Drum Sound list

The drum sound list displays the sounds and the settings of the selected drum map.

NOTE

If you audition a sound in the **Drum Map Setup** dialog and the sound is set to the MIDI output **Default**, the output that is selected on the **Output** pop-up menu in the lower left corner is used. When auditioning a default output sound in the **Drum Editor**, the MIDI output selected for the track is used.

Pitch

Shows the note number of the drum sound.

Drum Sound

Shows the name of the drum sound in the map.

Snap

This is used when entering and editing notes.

Mute

Allows you to mute drum sounds.

I-Note

Input note for the drum sound. When you play this note, it is mapped to the corresponding drum sound and automatically transposed according to the **Pitch** setting for the sound.

O-Note

The MIDI output note that is sent out every time the drum sound is played back.

Channel

The MIDI channel on which the drum sound is played back.

Output

The MIDI output on which the drum sound is played back.

Display Note

The display pitch at which the note is shown in the score.

Noteheads

Allows you to assign a notehead set to each percussion instrument in the drum map.

Each notehead set in the library defines a set of notehead symbols for different note durations. Each percussion instrument in the drum kit is assigned to a notehead set.

Voice

Allows you to assign all notes with this pitch to a particular voice, so that they get a common rest handling and stem direction. You can choose from 4 voices: **Stem Up 1**, **Stem Down 1**, **Stem Up 2**, **Stem Down 2**.

Instrument Type

Shows the unpitched percussion instrument.

NOTE

If you work with a custom drum map, you must set the **Instrument Type** for each pitch. Otherwise, no notation is displayed.

You can remove the instrument type for an entry by selecting **None**. This hides the pitch from the score.

Technique

Allows you to select a playback technique for the instrument.

RELATED LINKS

[Selecting a Drum Map](#) on page 121

[Creating a Drum Map from an Instrument](#) on page 121

Selecting a Drum Map

To be able to display different noteheads for different pitches in the **Score Editor**, you must first select a drum map.

PROCEDURE

1. In the **Inspector** for the track, open the **Routing** section.
2. Open the **Drum Maps** pop-up menu, and select **GM Map**, for example.

NOTE

If you have created custom drum maps or imported them from an instrument, you can also select these drum maps.

RESULT

The drum map is assigned to the track. In the **Drum Map Setup** dialog, you can make further adjustments.

NOTE

If you select custom drum maps, the **Score Editor** only shows notation for pitches for which you set an **Instrument Type** in the **Drum Map Setup** dialog.

You can create different drum maps and assign them to different tracks in a project. Different drum maps can have different pitch settings.

RELATED LINKS

[Drum Map Setup Dialog](#) on page 118

Creating a Drum Map from an Instrument

You can import your drum map settings to an instrument track that is routed to Groove Agent SE. If you do this and then use the **Create Drum Map from Instrument** function, the drum sounds are automatically mapped to the corresponding instrument types. This allows you to see the drum notation.

PREREQUISITE

To import your drum map settings into an instrument track, the track has to be routed to Groove Agent SE or to another drum instrument that supports drum maps.

PROCEDURE

1. Load a drum kit in Groove Agent SE.
 2. In the **Inspector** for the track, open the **Routing** section.
 3. In the **Drum Maps** pop-up menu, select **Create Drum Map from Instrument**.
The drum map is created for the kit that is assigned to the MIDI port and the selected channel in the **Inspector**.
 4. Open the **Drum Maps** pop-up menu again, and select **Drum Map Setup**.
 5. From the list on the left, select the kit that you have loaded in the instrument.
-

RESULT

The sounds and settings of the instrument are displayed in the **Drum Map Setup**.

NOTE

Instrument and pattern pads are both exported to the drum map. If they share keys, the pattern pads are prioritized; that is, their settings are included in the drum map.

RELATED LINKS

[Drum Map Setup Dialog](#) on page 118

Drum Note Editing

You can enter and edit drum notes in the same way as regular notes.

When you use a drum map and you move a note vertically, the display pitch changes accordingly.

RELATED LINKS

[Inputting Notes with the Mouse](#) on page 83

[Inputting Notes via Step Input](#) on page 84

[Inputting Notes by Recording](#) on page 86

[Selecting Notes](#) on page 87

Graphical Editing of Notes and Items

You can edit notes and items graphically without changing the rhythmic positions or notes to which they are attached.

You can, for example, offset individual items on specific pages without either moving other items of the same type or changing their default positions.

RELATED LINKS

[Cross Staff Submenu](#) on page 127

[Notehead Submenu](#) on page 127

[Beaming Submenu](#) on page 133

[System Breaks](#) on page 134

[Display Quantize Events](#) on page 137

Setting Layouts to Transposed Pitch or Concert Pitch

By default, full score layouts are notated in concert pitch, and part layouts are notated in transposed pitch, but you can change this for individual layouts in your project.

PREREQUISITE



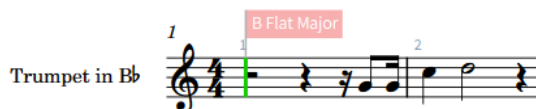
You have scored a transposing instrument, such as a trumpet in B \flat , and you want to set it to transposed pitch, so that players can read the notes that they must play in order to achieve the desired sounding pitch.

PROCEDURE

1. In the **Tracks** section of the **Visibility** tab, double-click the name of the track to activate the track for editing.
2. In the **Layouts** section, click **Add Layout**.
3. Enter a name for the layout, and select **Part** as the **Layout Type**.
4. Do one of the following:
 - Select **Score > Layout Settings**, and on the **General** page, activate **Transposed**.
 - Select **Score > Transposed Pitch**.

RESULT

The layout is set to transposed pitch, and a signpost is displayed.



TIP

The transposition of an instrument is also indicated in the staff labels. You can show/hide the transposition from the staff labels by activating/deactivating the options **Show in Full Staff Labels** and **Show in Abbreviated Staff Labels** in the **Layout Settings** dialog. The options are shown on the **Staves and Systems** page of the **Layout** tab.

RELATED LINKS

[Concert Pitch and Transposed Pitch](#) on page 11

[Instrument Tab](#) on page 64

[Transposition](#) on page 51

[Signposts](#) on page 12

[Layout Settings - Staves and Systems Page](#) on page 53

[Adding Layouts](#) on page 44

Changing the Presentation of Fretted Instruments

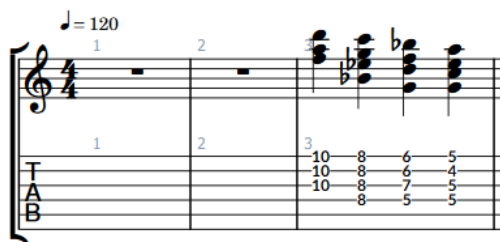
You can change how fretted instruments are presented in the score display. You can show them as notation, tablature or both.

PROCEDURE

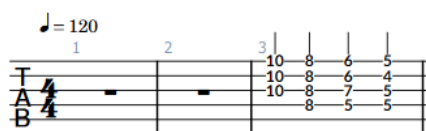
1. Activate the track that contains the fretted instrument for which you want to change the presentation.
 2. Select **Score > Instrument settings**.
 3. In the **Strings and Tuning** section, open the **Presentation** menu, and do one of the following:
 - To show tablature only, activate **Tablature only**.
 - To show notation and tablature, activate **Notation and Tablature**.
 - To show notation only, activate **Notation only**.
 4. Optional: To show rhythms on tablature, activate **Show Rhythms in Tablature**.
-

RESULT

The presentation in the score display changes accordingly.



A guitar track showing a notation staff and tablature



A guitar track showing tablature only with rhythms

NOTE

You can assign key commands to the following commands in the **Score Editor** category of the **Key Commands** dialog:

- **Cross to Staff Above/Cross to Staff Below** moves the selected notes one string up/down.
- **Move To String n** moves the selected notes to the specified string.

RELATED LINKS

[Strings and Tuning](#) on page 66

Changing the Presentation of Percussion Instruments

You can change how the percussion instruments of a drum set are presented in the score display. You can show the percussion instruments on a five-line staff, on a grid, or as individual instruments with their own lines.

PROCEDURE

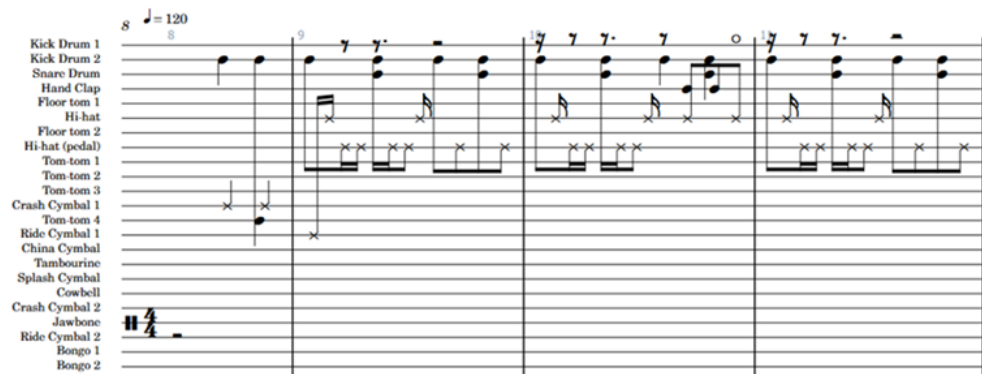
1. Activate the drum track for which you want to change the presentation.
2. Select **Score > Instrument settings**.
3. In the **Percussion** section, open the **Presentation** menu, and do one of the following:
 - To show the percussion instruments on a five-line staff, activate **Five-line Staff**.
 - To show the percussion instruments on a grid, activate **Grid**.
 - To show the percussion instruments as single-line instruments, activate **Single-line Instruments**.

RESULT

The presentation in the score display changes accordingly.



A drum track showing percussion instruments on a five-line staff



A drum track showing percussion instruments on a grid



A drum track showing percussion instruments as single-line instruments

RELATED LINKS

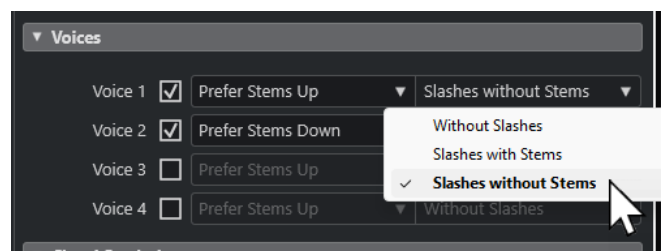
[Percussion](#) on page 66

Showing Rhythm Slashes

You can show regular notation as rhythm slashes.

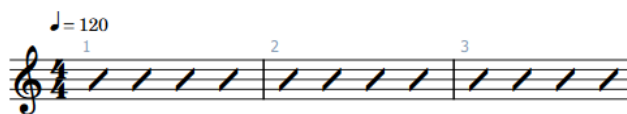
PROCEDURE

1. Activate the track that you want to show as rhythm slashes.
2. Select **Score > Instrument Settings**.
3. In the **Voices** section, open the **Slash Type** pop-up menu, and select an option.



RESULT

The notation is changed according to your settings.



RELATED LINKS

[Voices](#) on page 66

Cross Staff Submenu

The **Cross Staff** submenu of the **Score** menu allows you to move notes to a different staff, and to create cross-staff beams or slurs.

- To open the **Cross Staff** submenu, select **Score > Cross Staff**.

Cross to Staff Above

Selected notes and slurs are shown on the staff above. If the notes are part of a beam group, they are shown with a cross-staff beam.

- **NOTE**

When crossing notes to a staff that already contains notes, the stem direction of the existing notes on the staff can change. This depends on how multiple voices at the same rhythmic position are handled. Therefore, you may have to change the stem direction of notes manually.

Cross to Staff Below

- Selected notes and slurs are shown on the staff below. If the notes are part of a beam group, they are shown with a cross-staff beam.

Move to Staff Above

- Selected notes and slurs are moved to the staff above.

Move to Staff Below

- Selected notes and slurs are moved to the staff below.

Reset to Original Staff

Resets the selected notes and slurs that have been crossed to other staves, so that they are shown on their original staff.

RELATED LINKS

[Voices](#) on page 7

[Instrument Tab](#) on page 64

Notehead Submenu

The **Notehead** submenu of the **Score** menu allows you to edit individual noteheads.

- To open the **Notehead** submenu, select **Score > Notehead**.

Circled Noteheads



Compact Noteheads



Large Circled Noteheads



Default Noteheads



Slashed Noteheads (Bottom Left to Top Right)



Slashed Noteheads (Top Left to Bottom Right)

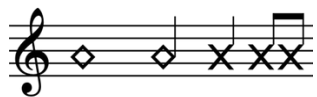


Crosses

Circle X Noteheads



Large X and Diamond Noteheads



Ornate X Noteheads



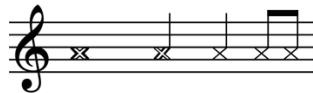
Plus Noteheads



With X Noteheads



X Noteheads



X and Circle X Noteheads



X and Diamond Noteheads



Triangular

Large Arrow Down Noteheads



Large Arrow Up Noteheads



Triangle Down Noteheads



Triangle Left Noteheads



Triangle Right Noteheads



Triangle Up Noteheads



Diamonds

Diamond Noteheads



Old-Style Diamond Noteheads



White Diamond Noteheads

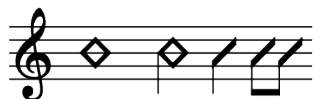


Wide Diamond Noteheads



Slashes

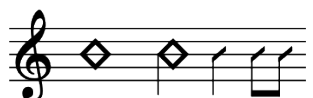
Oversized Slash Noteheads



Slash Noteheads



Small Slash Noteheads



Muted Slash Noteheads

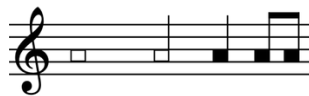


Round and Square

Moon Noteheads



Rectangular Noteheads



Round White with Dot Noteheads



Scale Degree

Aikin 7-shape Noteheads



Funk 7-shape Noteheads



Walker 4-shape Noteheads



Walker 7-shape Noteheads



Pitched

Figurenotes© Noteheads



Pitch Name Noteheads



Toggle Round Brackets

Hides/shows round brackets on noteheads.

Toggle Square Brackets

Hides/shows square brackets on noteheads.

Reset to Default Notehead

Resets noteheads of selected notes to the notehead appearance.

RELATED LINKS

[Changing the Design of Individual Noteheads](#) on page 132

Changing the Design of Individual Noteheads

You can change the design of individual noteheads.

PREREQUISITE

You have input some notes in the **Score Editor**.

PROCEDURE

1. On the **Score Editor** toolbar, activate **Object Selection**.
2. Do one of the following:

- Click the notes that you want to select.

TIP

You can extend the selection by clicking **Shift - Right Arrow**.

- Drag a selection rectangle to select several notes.

3. Select **Score > Notehead**, and from the submenu, select the desired option.

RESULT

The notehead designs of the selected notes are changed.

NOTE

You can reset the notehead design to the default setting by selecting **Score > Notehead > Reset to Default Notehead**.

RELATED LINKS

[Notehead Submenu](#) on page 127

Beaming Submenu

The **Beaming** submenu of the **Score** menu contains options that allow you to beam selected notes together manually.

- To open the **Beaming** submenu, select **Score > Beaming**.

Beam Together

Beams the selected notes together.

Split Beam

Splits the beams of the selected notes.

Make Unbeamed

Removes the beams of the selected notes.

Split Secondary Beam

Splits secondary beams of selected notes.

Set Partial Beam Direction

Allows you to set the direction of partial beams for selected notes to left or right.

Reset Beaming

Resets the beams of the selected notes.

RELATED LINKS

[Notation Settings - Beam Grouping Page](#) on page 72

Respell Submenu

The **Respell** submenu of the **Score** menu contains options that allow you to respell selected notes.

- To open the **Respell** submenu, select **Score > Respell**.

Respell Using Note Name Above

Respells the selected notes using the note name above.

Respell Using Note Name Below

Respells the selected notes using the note name below.

RELATED LINKS

[Respelling Note Events](#) on page 134

Respelling Note Events

The spelling of pitches is set automatically, based on key signature and context. If you want to change the enharmonic spelling of note events, you can use the **Respell** submenu.

PREREQUISITE

You have input some notes in the **Score Editor**.

PROCEDURE

1. On the **Score Editor** toolbar, activate **Object Selection**.
2. Do one of the following:
 - Click the notes that you want to respell.
3. Select **Score > Respell**, and from the submenu, select one of the options:
 - To respell the notes upwards, select **Respell Using Note Name Above**.
 - To respell the notes downwards, select **Respell Using Note Name Below**.

NOTE

You can also assign and use key commands to the corresponding commands in the **Score Editor** category of the **Key Commands** dialog.

RESULT

The enharmonic spelling of the selected notes is changed.

RELATED LINKS

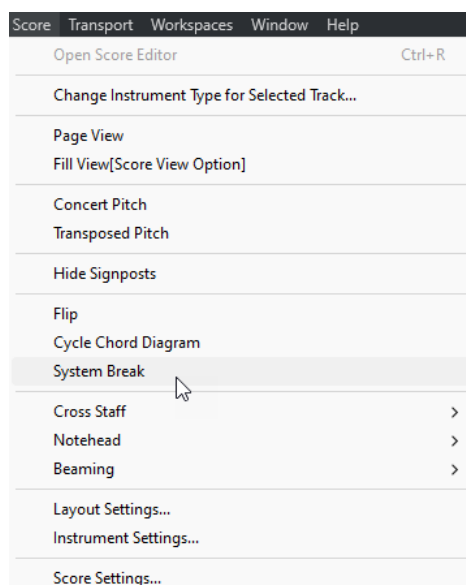
[Respell Submenu](#) on page 133

System Breaks

System breaks occur when musical material reaches the right page margin and must continue on a new system, usually below the previous system on the same page or on a new page. Nuendo automatically arranges music across systems so that notes are properly spaced and legible, but you can also control system breaks manually.

NOTE

The **System Break** menu item is only available in **Page View**.



In **Page View**, you can input system breaks manually by selecting a note and selecting **Score > System Break**. System breaks are shown with signposts. System breaks are layout-specific.

RELATED LINKS

[Layout Settings - Staves and Systems Page](#) on page 53

[Page View and Fill View](#) on page 9

[Signposts](#) on page 12

Editing Staff Labels

You can edit staff labels for individual tracks/instruments. Staff labels are used to identify the instruments playing the music on the corresponding staves, and are positioned to the left of systems, before the initial barline of each system.

PROCEDURE

1. Select the track for which you want to change the staff labels.
2. Select **Score > Instrument Settings**.
3. Open the **General** section, and make your changes in the **Full Name** and the **Short Name** fields.
4. Open the **Layout** tab, and in the **Staff Labels** section, adjust the settings for **Staff Labels on First System** and **Staff Labels on Subsequent System**.
 - To show the **Full Name** that you entered in the **General** section, activate **Full**.
 - To show the **Short Name** that you entered in the **General** section, activate **Abbreviated**.
 - To show no staff label, activate **None**.

NOTE

The settings on the **Layout** tab have an effect on all tracks/instruments that are contained in the active layout.

RESULT

The staff labels are adapted accordingly.

RELATED LINKS

[Selecting Tracks on the Visibility Tab](#) on page 26

[Activating Tracks for Editing](#) on page 25

[Activating Layouts](#) on page 45

[Instrument Tab](#) on page 64

[Layout Settings - Staves and Systems Page](#) on page 53

Adding Project Information

You can add information about **Title**, **Lyricist**, **Composer**, and **Copyright** to your score.

PROCEDURE

1. Select **Score > Score Settings**.
2. Click **Project Information**.
3. Use the **Title**, **Lyricist**, **Composer**, and **Copyright** fields to enter information about your project.

RESULT

The project information is shown on the first page in **Page View**. It is also displayed when you print or export layouts as PDF files.

RELATED LINKS

[Score Settings Dialog](#) on page 78

[Printing Layouts](#) on page 143



[Exporting Layouts as PDF Files](#) on page 149

Turning Notes into Grace Notes

You can turn existing notes into grace notes. This is useful, if you want to edit music from MIDI recordings and change how selected short notes are interpreted.

Playing in short notes via MIDI can result in notes that are not recognized as grace notes. This happens if the notes that you played are longer than the grace note detection threshold or if you deactivated the **Grace Notes** option in the **Interpretation** section of the **Instrument Settings** dialog.

PROCEDURE

1. Select the notes that you want to turn into grace notes.
2. Do one of the following:
 - On the note input toolbar, activate **Slashed Grace Note** .
 - On the note input toolbar, activate **Unslashed Grace Note** .

RESULT

This tidies up the notation without changing the MIDI performance. The selected notes are turned into grace notes, while the original position of the MIDI notes and their durations are preserved.

NOTE

If you input notes in the **Score Editor** and then select a regular note and activate **Slashed Grace Note** or **Unslashed Grace Note**, the original position of the note changes and the duration is shortened so that it has a reduced duration.

RELATED LINKS

[Grace Notes and Ties](#) on page 20



[Turning Grace Notes into Notes](#) on page 137

[Interpretation](#) on page 67

Turning Grace Notes into Notes

You can turn selected grace notes into regular notes. This is useful, if you want to edit music from MIDI recordings or if you want to ensure that selected notes are no longer recognized automatically as a grace notes.

PROCEDURE

1. Select the grace notes that you want to turn into notes.
 2. Do one of the following:
 - On the note input toolbar, deactivate **Slashed Grace Note** .
 - On the note input toolbar, deactivate **Unslashed Grace Note** .
-

RESULT

The selected grace notes are turned into regular notes.

RELATED LINKS

[Turning Notes into Grace Notes](#) on page 136

[Grace Notes and Ties](#) on page 20

Display Quantize Events

Display Quantize events are useful if you want to change the **Display Quantize** values for a few bars only, or from a specific position onwards without affecting the actual MIDI notes.

You can input **Display Quantize** events by using the **DQ** button on the **Note Input** toolbar.

You can either change the note values for the **Auto** mode or enter **Fixed** values for triplets or non-triplets only.

Display Quantize events automatically add a signpost to the score display which indicates the start position and the value. The **Display Quantize** event is valid until you enter a new **Display Quantize** event or a **Reset** event.



- To edit a **Display Quantize** event, select the corresponding signpost, then click the arrow to the right of the **DQ** button on the **Note Input** toolbar to open the **Display Quantize** panel, and change the settings.
- To remove a **Display Quantize** event, select the corresponding signpost and press **Backspace** or **Delete**, or use the **Erase** tool.

RELATED LINKS

[Display Quantize \(Event Level\)](#) on page 19

[Display Quantization](#) on page 8

[Signposts](#) on page 12

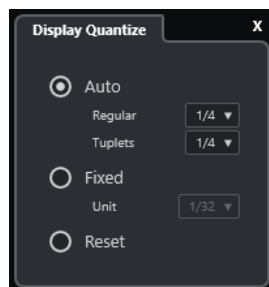
[Display Quantize Panel](#) on page 138

[Score Display](#) on page 22

Display Quantize Panel

The **Display Quantize** panel allows you to change the note values used by the **Auto** mode or to enter **Fixed** values for triplets or non-triplets only.

To open the **Display Quantize** panel, click the arrow to the right of the **DQ** button on the **Note Input** toolbar.



The **Display Quantize** panel contains the following options:

Auto

Allows you to set the smallest note value to be displayed in the score for triplet notes and non-triplet notes independently.

Fixed

Allows you to set values for triplets or non-triplets only.

Reset

Allows you to enter a **Reset** event that sets the display quantization back to the track setting.

RELATED LINKS

[Inputting Display Quantize Events](#) on page 139

[Display Quantize Events](#) on page 137

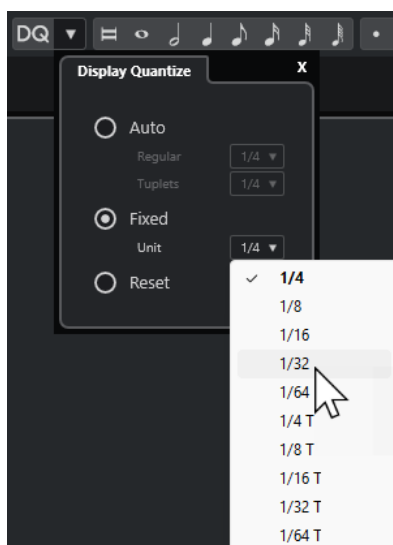
[Display Quantize \(Track Level\)](#) on page 67

Inputting Display Quantize Events

Display Quantize events allow you to change the **Display Quantize** settings for specific note events.

PROCEDURE

1. On the **Note Input** toolbar, activate **DQ**.
2. Click the arrow to the right of the **DQ** button to open the **Display Quantize** pane.
3. Adjust the settings as required.



4. Do one of the following:
 - To change the **Display Quantize** settings for a selection of note events, select the notes in the score display, and activate **DQ**. This automatically adds a **Reset** event at the end of the selection.
 - To change the **Display Quantize** settings from a specific note event up to the position of another **Display Quantize** or a **Reset** event, activate **DQ**, and click the note event.

RESULT

A signpost showing the **Display Quantize** values is displayed above the corresponding note event. If you made a selection of notes, a second signpost with a **Reset** event is automatically displayed at the end of the selection.

NOTE

You can also enter a **Reset** event by activating **Reset** on the **Display Quantize** panel and clicking a note event.

RELATED LINKS

[Display Quantize Events](#) on page 137

[Signposts](#) on page 12

[Display Quantize Panel](#) on page 138

[Score Display](#) on page 22

[Score Editor Toolbar](#) on page 15

Page Formatting and Printing

You can format the layout of your pages and print or export them as a PDF.

Before printing, open your layouts in **Page View** to make sure they are shown as expected.

All formatting options can be found on the **Layout** tab of the **Layout Settings** dialog.

RELATED LINKS

[Sync Layout and Custom Layouts](#) on page 43

[Layout Settings Dialog](#) on page 47

[Page View and Fill View](#) on page 9

Changing the Page Size and Orientation

You can change the page size and/or the orientation of each layout independently.

PROCEDURE

1. In the **Layouts** section of the **Visibility** tab, activate the layout for which you want to make changes.
2. Select **Score > Layout Settings**, and click **Page Setup**.
3. In the **Page Size** section, select a page size from the **Size** menu.
4. Optional: If you selected **Custom**, set the page dimensions by changing the values in the following value fields:
 - **Width**
 - **Height**
5. Choose one of the following options for **Orientation**:
 - **Portrait**
 - **Landscape**
6. Click **OK**.

RESULT

The page size and/or orientation is changed for all selected layouts.

RELATED LINKS

[Layout Tab](#) on page 48

[Layout Settings - Page Setup Page](#) on page 51

[Activating Layouts](#) on page 45

[Showing/Hiding Tracks in the Score Display](#) on page 25

Changing Page Margins

You can change the page margins of each layout independently; for example, if you want wider margins for layouts in your project for spiral binding.

PROCEDURE

1. In the **Layouts** section of the **Visibility** tab, activate the layout for which you want to make changes.
2. Select **Score > Layout Settings**, and click **Page Setup**.
3. In the **Page Margins** section, activate one of the following options:
 - **Same:** All pages in the selected layouts have the same margins.
 - **Different:** The left and right pages in the selected layouts can have different margins.
 - **Mirrored:** The left and right pages in the selected layouts use the same margin values, but they correspond to the inside/outside edges of pages.
4. Optional: Change the margins by changing the values in the value fields.
5. Click **OK**.

RESULT

The page margins in the selected layouts are changed.

RELATED LINKS

[Layout Tab](#) on page 48

[Layout Settings - Page Setup Page](#) on page 51

[Activating Layouts](#) on page 45

[Showing/Hiding Tracks in the Score Display](#) on page 25

Fixing the Number of Bars per System

You can specify a fixed number of bars that you want to include in each system, for each layout independently.

NOTE

This setting only affects the note display in **Page View**.

PROCEDURE

1. In the **Layouts** section of the **Visibility** tab, activate the layout for which you want to make changes.
2. Select **Score > Layout Settings**, and click **Staves and Systems**.
3. In the **Casting Off** section, activate **Fixed Number of Bars per System**.
4. Enter a value into the value field.
5. Click **OK**.

RESULT

The default number of bars in each system is changed in the selected layouts.

RELATED LINKS

[Layout Tab](#) on page 48

[Layout Settings - Staves and Systems Page](#) on page 53

[Activating Layouts](#) on page 45

[Showing/Hiding Tracks in the Score Display](#) on page 25

Fixing the Number of Systems per Page

You can specify a fixed number of systems that you want to include on each page, for each layout independently.

NOTE

This setting only affects the note display in **Page View**.

PROCEDURE

1. In the **Layouts** section of the **Visibility** tab, activate the layout for which you want to make changes.
 2. Select **Score > Layout Settings**, and click **Staves and Systems**.
 3. In the **Casting Off** section, activate **Fixed Number of Systems per Page**.
 4. Enter a value into the value field.
 5. Optional: To adjust the number of systems on each page according to the height of the page, activate **Scale Number of Systems by Page Height**,
 6. Click **OK**.
-

RESULT

The default number of systems on each page is changed in the selected layouts.

RELATED LINKS

[Layout Tab](#) on page 48

[Layout Settings - Staves and Systems Page](#) on page 53

[Activating Layouts](#) on page 45

[Showing/Hiding Tracks in the Score Display](#) on page 25

Printing Layouts

You can print hard copies of the active layout.

PROCEDURE

1. Activate the layout that you want to print.
 2. On the **Score Editor** toolbar, activate **Page View** to make sure everything looks as expected.
 3. Select **File > Print**.
 4. In the dialog, select a printer.
 5. Select the paper orientation.
 6. Click **Print**.
-

RESULT

The active layout is printed.

RELATED LINKS

[Activating Layouts](#) on page 45

[Showing/Hiding Tracks in the Score Display](#) on page 25

[Adding Project Information](#) on page 136

Importing and Exporting

You can import and export MIDI files, MusicXML files, or Dorico projects.

This can be useful if, for example, if you want to share your project with others who use a different notation software, or to convert the notes, audio, or time signatures and tempo information in your project to other formats.

The different file formats handle note representation and sound differently.

Imported Items and Known Limitations

Nuendo can import Dorico projects and MusicXML files.

Imported Items

The following items are imported:

Note Events

- pitch
- duration
- voices
- spelling
- articulations
- velocities
- playback position
- chords

Notation

- slurs
- time signatures
- key signatures
- barlines
- repeat line endings
- fermata and pauses
- text and lyrics
- tempo marks
- playing techniques
- dynamics

Tracks

- long name
- short name
- instrument type

Layouts

- custom layouts
- settings

Project Information

- title
- composer
- lyricist
- copyright

Notation Settings

all settings

Limitations

There are some known limitations regarding the following Dorico and MusicXML items:

- Percussion kits with components outside of the GM drum map
- Single line percussion instruments
- Kits which use playing technique presentations such as tabla)
- Nested tuplets
- Cross-stave beaming
- Engraving options
- Default font
- Slur positioning in tuplets

There are some known limitations regarding the following Dorico items:

- VST instruments
- Expression maps
- Playback templates

RELATED LINKS

[Importing Dorico Projects](#) on page 146

[Importing MusicXML Files](#) on page 147

Importing Dorico Projects

You can import a Dorico project.

PROCEDURE

1. Select **File > Import > Dorico Project**.
 2. In the file dialog that opens, locate and select the Dorico project, and click **Open**.
-

RESULT

A new track is automatically created for each instrument, and the music is displayed as closely as possible to how it originally appeared in Dorico. As not all items and options are supported, the result depends on the contents of the original project.

You can also possible import a Dorico project from disk by dragging it from the File Explorer/ macOS Finder into the **Project** window.

RELATED LINKS

[Imported Items and Known Limitations](#) on page 145

[Exporting Layouts as Dorico Projects](#) on page 147

Exporting Layouts as Dorico Projects

You can export the active layout as a Dorico project.

PROCEDURE

1. Activate the layout that you want to export.
2. On the **Score Editor** toolbar, activate **Page View** to verify that everything looks as expected.
3. Select **File > Export > Dorico Project**.
4. In the file dialog, choose a location, and enter a name for the Dorico project.
5. Click **Save**.

RESULT

The active layout is exported as a Dorico project.

RELATED LINKS

[Activating Layouts](#) on page 45

[Showing/Hiding Tracks in the Score Display](#) on page 25

[Importing Dorico Projects](#) on page 146

Importing MusicXML Files

You can import MusicXML files into Nuendo.

PROCEDURE

1. Select **File > Import**.
2. Select **MusicXML**.
3. In the File Explorer/macOS Finder, locate and select the MusicXML file and click **Open**.
4. Select a folder for the new project.

RESULT

A new project with the name of the MusicXML file is created.

RELATED LINKS

[Imported Items and Known Limitations](#) on page 145

[Exporting Layouts as MusicXML Files](#) on page 147

Exporting Layouts as MusicXML Files

You can export the active layout as a MusicXML file.

MusicXML is an open and non-proprietary file format that allows you to share and archive music notation data.

PROCEDURE

1. Activate the layout that you want to export.
 2. Select **File > Export > MusicXML**.
 3. In the file dialog, choose a location, and enter a name for the MusicXML file.
 4. Click **Save**.
-

RESULT

The active layout is exported as a MusicXML file, and saved with the extension .xml.

RELATED LINKS

[Activating Layouts](#) on page 45

[Showing/Hiding Tracks in the Score Display](#) on page 25

[Importing MusicXML Files](#) on page 147

Importing MIDI Files

You can import MIDI files into Nuendo.

PROCEDURE

1. Select **File > Import > MIDI File**.
 2. Optional: If a project is open, choose if you want to create a new project.
If you select **No**, the MIDI file is imported into the current project.
 3. In the file dialog that opens, locate and select the MIDI file, and click **Open**.
-

RESULT

The MIDI file is imported. The result depends on the contents of the MIDI file and the changes you made in the **Import Options** section of the **Preferences** dialog (**MIDI—MIDI File** page).

It is also possible to import a MIDI file from disk by dragging it from the File Explorer/macOS Finder into the **Project** window. The **Import Options** apply as well.

RELATED LINKS

[Exporting MIDI Tracks as Standard MIDI Files](#) on page 148

Exporting MIDI Tracks as Standard MIDI Files

You can export all MIDI tracks of a project as standard MIDI files. This allows you to transfer MIDI material to virtually any MIDI application on any platform.

PROCEDURE

1. Select **File > Export > MIDI File**.
 2. In the file dialog that opens, specify a location and name for the file.
 3. Click **Save**.
 4. In the **Export Options** dialog, activate the settings that you want to export, and click **OK**.
-

RESULT

The MIDI file is exported. It includes the tempo and the time signature events of the **Tempo Track Editor** or, if the tempo track is deactivated on the **Transport** panel, the current tempo and time signature.

RELATED LINKS

[Importing MIDI Files](#) on page 148

Exporting Layouts as PDF Files

You can export the active layout as a PDF file.

PROCEDURE

1. Activate the layout that you want to export.
2. On the **Score Editor** toolbar, activate **Page View** to verify that everything looks as expected.
3. Select **File > Export > PDF**.
4. In the file dialog, choose a location, and enter a name for the PDF.
5. Click **Save**.

RESULT

The active layout is exported as a PDF file.

RELATED LINKS

[Activating Layouts](#) on page 45

[Showing/Hiding Tracks in the Score Display](#) on page 25

[Adding Project Information](#) on page 136

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