Appendix

Finale Libraries

Finale's libraries contain reusable sets of musical elements: expression markings, for example, or chord-symbol suffixes. A basic set came with your Finale package; they're in a folder called Libraries within your Finale folder.

You add a library's contents to the active document by choosing Open Library from the File Menu. Feel free to modify these libraries, or to create new libraries containing your own sets of symbols. For more information on libraries, consult the appropriate entries, such as EXPRESSIONS, MUSIC SPACING, CHORD SYMBOLS, and so on. See also the SAVE LIBRARY DIALOG BOX for an explanation of the different types of libraries.

- **Articulation Shapes.** This library contains shapes to be used for articulations. You can create shapes to be used as articulations using the Shape Designer.
- **Articulations (Maestro).** This library contains a selection of single-character articulation marks that describe how a single note is to be played. You place them into the score with the Articulation Tool.

  Finale's Articulation Designer dialog box lets you add intelligence to the markings you design. You can train them to jump into place on a note, a specific distance from the notehead. You can also designate a secondary, "upside-down" symbol (called the Flipped Symbol) for Finale to substitute if the note's stem direction changes.

  Here's a listing of Finale's default articulations, and how their automatic positioning and playback features have been set up:

Main Symbol	Flipped Symbol	Default Vert. Pos.	Handle Pos. M(H,V)/F(H,V)	Playback Effect	Auto-Positioning Options	Metatool
.	.	16	0,–4/0,0	Duration 40%	Center, Note side, Avoid staff lines, Inside Slurs	S
		16	0,-8/0, -32	Duration 30%	Center, Note side, Outside Staff	X
>	>	14	0,–4/0,–23	Velocity 125%	Center, Note side, Outside Staff	A
>.	>.	19	0,0/0,–35	None	Center, Note side, Outside Staff	Z
^	v	16	0,–8/0,–32	None	Center, Above Note, Outside Staff	V
^.	v.	16	0,–8/0,–34	None	Center, Above Note, Outside Staff	G

TOC
Index
Next Chapter
Previous Chapter

Main Symbol	Flipped Symbol	Default Vert. Pos.	Handle Pos. M(H,V)/F(H,V)	Playback Effect	Auto-Positioning Options	Metatool
–	–	14	0,0/0,-16	Duration 105%	Center, Note side, Avoid staff lines, Inside Slurs	E
·–	–·	16	0,–2/0,–21	Duration 75%	Center, Note side, Avoid staff lines, Inside Slurs	W
≥	≤	None	0,0/0,-30	Duration 125%	Center, Note side, Outside Staff	Q
𝄐	𝄐	23	None	None	Center, Note side, Outside Staff	F
tr	*tr*	36	None	None	Above, Outside Staff	T
~	~	None	None	None	Copy(H), Manually, Outside Staff	Y
𝄴	𝄴	36	0,-13/0,-13	None	Center, Note side, Outside Staff	M
𝄴	𝄴	36	0,-13/0,-13	None	Center, Note side, Outside Staff	K
𝄐	𝄐	48	0,10/0,0	None	Center, Above Note, Outside Staff	J
∨	∨	12	None	None	Center, Above Note, Outside Staff	U
⬒	⬒	12	None	None	Center, Above Note, Outside Staff	D
○	○	14	None	None	Center, Note side, Avoid staff lines	O
◇	◇	23	None	None	Center, Note side, Avoid staff lines	H
+	+	23	None	None	Center, Note side, Avoid staff lines	I
1	1	16	0,-4/0/0	None	Center, Above note, Avoid staff lines	1
2	2	16	0,-4/0/0	None	Center, Above note, Avoid staff lines	2
3	3	16	0,-4/0/0	None	Center, Above note, Avoid staff lines	3
4	4	16	0,-4/0/0	None	Center, Above note, Avoid staff lines	4
5	5	16	0,-4/0/0	None	Center, Above note, Avoid staff lines	5
Ped.	Ped.	60	0,–48/0,0	None	Center, Below Note, Outside Staff	P

TOC
Index
Next Chapter
Previous Chapter
TOC
Index
Next Chapter
Previous Chapter

Main Symbol	Flipped Symbol	Default Vert. Pos.	Handle Pos. M(H,V)/F(H,V)	Playback Effect	Auto-Positioning Options	Metatool
❊	❊	60	0,-48/0,0	None	Center, Below Note, Outside Staff	L
𝄽	𝄽	None	None	Attack (0/–256)	Copy Vertically, Manually	R
𝅘	𝅘	–48	12,–12/–12,–16	None	Center, Stem side	6
𝅘𝅥𝅯	𝅘𝅥𝅯	–48	12,–12/–12,–16	None	Center, Stem side	7
𝅘𝅥𝅰	𝅘𝅥𝅰	–48	12,–12/–12,–16	None	Center, Stem side	8
//	//	12	36,–36/0,0	None	Above, Outside Staff	C
,	,	36	24,8/0,0	Duration 50%	Above note, Outside Staff	B
𝅘𝅥𝅯	𝅘𝅥𝅯	None	None	None	Manually	N
(	(	None	-26,-21/0,0	None	Center, Note side	9
)	)	None	26,-21/0,0	None	Center, Note side	0 (zero)

See STACCATO MARKS, and ROLLED CHORDS for more complete discussions of these markings and their playback definitions.

- **Chords & Fretboards: Chord Suffix (Arial).LIB, Chord Suffix (Times).LIB, Chord Suffix Expanded (Arial).LIB, Chord Suffix Expanded (Times).LIB, Chord Suffix (Jazz Text), Chord Suffix Expanded (Jazz Text), Chord Suffix (JazzCord), Slash Chords (Arial).LIB, Slash Chords (Times).LIB, Slash Chords (Jazz Text), Slash Chords (Jazz Cord).** These sets of predefined chord symbols are used by the Chord Tool. Finale understands each chord symbol in a musical way, and plays the chord back intelligently. The Chord Suffix & Fretboard libraries consist of a set of libraries: one containing the most commonly used chord suffixes and fretboards; the second containing an expanded library with more suffixes and more fretboards per suffix; and a third library containing common slash chords. Each of these sets are duplicated three times, once for each of the following fonts: Arial, Times, and JazzText. The fourth set is a JazzCord font library which contains commonly used jazz suffixes accompanied by fretboards created with Jazz Font characters.

TOC
Index
Next Chapter
Previous Chapter

Libraries of like font type and design can be loaded together to expand the number of available suffixes and fretboards. So, if you're working in a file based on the Maestro Font Default (which contains the first type of library in Arial font) and you find you need more suffixes or fretboards, loading the Chord Suffix Expanded (Arial) library will provide you with more options in the same style and font.When you load a new chord suffix library, Finale compares the suffixes. If the suffixes are identical in position and font, Finale won't duplicate the suffix, but will load the new fretboard.

Adding the Slash Chord libraries works similarly, with the exception that these libraries only add fretboards when loaded into libraries of like font type (they don't add additional suffixes). After loading this library, you'll find slash chord fretboards added to existing Maj, m, min, 7, m7, and min7 suffixes.

The list below identifies the chord symbols in these libraries. Remember that you can modify any of these symbols (for example, to change "min7" to "m7"), and that you can add as many new ones as you want.

TOC

Index

Next Chapter

Previous Chapter

Slot Number	Suffix	Slot Number	Suffix	Slot Number	Suffix	Slot Number	Suffix
1	Maj	22	min6	43	m11	64	M9
2	min	23	6/9	44	m13	65	△
3	aug	24	min 6/9	45	m(maj7)	66	7♭13
4	dim	25	m	46	m9(maj7)	67	7♭9
5	7	26	M7	47	m7(add4)	68	7♯9
6	min7	27	m7	48	m7(add11)	69	♭13 ♯9
7	sus4	28	M6	49	7sus4	70	♭13 ♭9
8	Maj6	29	m6	50	7(♭5)	71	13
9	m7(♯5)	30	(add9)	51	7(♯9)	72	7♯11
10	aug7	31	(add2)	52	7(♭5♭9)	73	7sus2
11	○	32	M7(♭5)	53	7(♭5♯9)	74	13sus
12	○7	33	7(♯5)	54	9sus4	75	9(♯5)
13	Maj7	34	M7(♯11)	55	9(♭5)	76	♯9 7♯5

14	9	35	M9(♭5)	56	9(♯11)	77	7sus(♭9)
15	13	36	M9(♯11)	57	13sus4	78	13sus(♭9)
16	7(♯11)	37	M13	58	13(♭5)	79	♭9 7♯5
17	7(♭9)	38	M13(♭5)	59	13(♭9)	80	♯11 7♭9
18	+	39	M13(♯11)	60	13(♯9)	81	♯11 7♯9
19	11	40	m(add2)	61	13(♯11)	82	♭13 7♮9
20	m7(♭5)	41	m(add9)	62	6		
21	dim7	42	m9	63	⌀		

Each library also stores a few additional learned chords that include an alternate bass note. In other words, Finale will correctly identify these chords, but they don't necessarily appear in the Chord Suffix Selection dialog box. In the key of C, these learned chords are F/G, Dmin/G, and Dmin7/G; of course, Finale will recognize these chords regardless of the key you're in, as long as they're built on the same scale tones as these original learned chords.

- **Clefs.** This library contains sixteen standard clefs.
- **Default Fonts.** This library contains the default font settings, as found in the SELECT DEFAULT FONTS DIALOG BOX.
- **Document Settings.** This library holds all the settings that are saved in with your document such as the settings in the Document Options dialog box and a number of other settings in the Document Settings submenu, and other settings as well, such as the Playback Controls settings.
- **Engraver Articulations.** This library, similar to the Maestro Articulation Library, has a number of Engraver symbols to be used for articulations. They are already adjusted to take advantage of Finale's positioning settings.
- **Engraver Text Expressions.** This library contains text expressions using the Engraver Font. Expressions such as dynamics and tempo indications are included.
- **Executable Shapes.** This library contains six predefined Executable Shapes, which can serve as the playback definitions for expressions. Each affects the specified playback parameter by 26 units. That is, if you construct an *accel*. marking based on one of these Executable Shapes, the marking will produce a tempo increase of 26 beats per minute. For full instructions, see EXPRESSIONS—To define an expression for playback.

  If you look at these shapes in the Executable Shape Selection dialog box, you'll see three pairs of sloping lines. In each pair, the first shape produces an increase in the specified playback variable, and the second produces a corresponding decrease. The only difference between the three pairs is the amount of music affected by each: the change produced by the three pairs lasts for eight, four, and sixteen eighth notes, respectively.

TOC
Index
Next Chapter
Previous Chapter
TOC
Index
Next Chapter
Previous Chapter

- **Figured Bass.** This library provides a simple starting place for entering figured bass into your document.
- **Fretboard Styles.** This library contains four fretboard styles, which define how Finale draws custom fretboard elements. The first three fretboard styles are the classic (4, 5 & 6 frets) style; the last was created with Jazz Font characters for a hand-produced look.
- **Harp Diagram.** This is a Shape Expression Library containing the two parts of a harp pedal diagram—the "skeleton" and the "pedals"—described in HARP PEDAL DIAGRAMS. See that entry for full instructions for placing and using this diagram.
- **Instrument Libraries.** The General MIDI library is designed to work with most synthesizers' built-in sounds. Libraries are also included for the following synthesizers: Kawai K1, Korg M1, Proteus 1, Proteus 2, and Roland MT32. Each library contains a set of ready-to-assign Instruments (clarinet, piano, and so on), with the channel and patch numbers preset to match your particular synthesizer. Open the appropriate Instrument library for your synthesizer. Now show the Instrument List window, and, for each staff, choose the instrument from the Instrument drop-down list. If you've set up your score to transmit patch information to your MIDI keyboard before beginning playback (see PLAYBACK), and if you've set up your MIDI keyboard to receive on the appropriate channels, you should immediately hear a multitimbral playback with the sounds you've specified. See MIDI CHANNELS for a description of Instruments.
- **Jazz Articulations**. This is the articulation library to be used with the Jazz Font. It contains items such as staccatos, accents, house tops, falls and glissandos.
- **Jazz Chords & Fretboards.** See CHORDS & FRETBOARDS LIBRARIES.
- **Jazz Clefs.**This library contains sixteen jazz clefs.
- **Jazz Default Fonts.**This library contains the default font settings for the Jazz font, as found in the SELECT DEFAULT FONTS DIALOG BOX.
- **Jazz Document Settings.** This library changes items in your Document Settings that are appropriate for use in the Jazz font, especially the alignment of notes with their stems and flags.
- **Jazz Dynamics**. This is a library containing text expressions for the Jazz Font. It contains dynamics such as mezzo-forte (mf) and double-piano (pp).
- **Jazz Measure Rests.** This is a shape expression library which contains a multi-measure rest shape.
- **Jazz Page Format.** This library contains default settings for the PAGE FORMAT FOR SCORE DIALOG BOX.
- **Jazz Rehearsal Letters.** This library contains rehearsal letters from A-Z, all of which are enclosed in a box. This is also a text expression library.
- **Jazz Spacing.** This library contains spacing widths for use with the Jazz Font.
- **Jazz Staff Styles.**This library contains a basic selection of Jazz Staff Styles for use with the Staff Tool. See STAFF STYLES for more information.
- **Jazz Stem Connections.** This library contains stem connection definitions for use with the Jazz font. See STEM CONNECTIONS DIALOG BOX for more information.

TOC
Index
Next Chapter
Previous Chapter
TOC
Index
Next Chapter
Previous Chapter

- **Jazz Tempos.** This library contains tempo indications in the Jazz font. This is also a text expression library.
- **Jazz Text Repeats**. This is a text repeat library for the Jazz Font. It contains items such as D.S. al Coda, etc. These expressions also come with brackets.
- **Measure Rest.** This library contains the default Multimeasure Rest symbol.
- **Page Format.** This library contains default settings for the PAGE FORMAT FOR SCORE DIALOG BOX.
- **Percussion Maps.** This library contains all of the percussion maps that you have created as well as default percussion maps for General MIDI. See GENERAL MIDI PERCUSSION MAP TABLE for a listing of instrument names which correspond to the MIDI Notes.

TOC
Index
Next Chapter
Previous Chapter

Notes Used in Percussion Maps

Percussion Map Name	MIDI Notes Used
General MIDI	35-81
Cymbals	42, 46, 49, 51-53, 55, 57, 59
Guiro	73-74
Wood Blocks	76-77
Agogo Bells	67-68
Triangle	80-81
Cuica	78-79
Whistle	71-72
Drum Set	35-38, 41-53, 55-57, 59
Bongos	60-61
Timbales	65-66
Congas	62-64
Snare Drum	37-38
Quad Toms	41, 45, 47, 50
Quint Toms	41, 43, 47, 48, 50
Tom Toms	41, 43, 45, 47, 48, 50
Bass Drum (5-line)	36, 41, 43, 45
Treble Clef Entry	62, 64, 65, 67, 69, 72-79, 81, 83
Treble Clef Entry, General MIDI playback	62, 64, 65, 72-79, 81, 83
Bass Clef Entry, General MIDI playback	43, 45, 47, 48, 52-57, 59, 60, 62

TOC
Index
Next Chapter
Previous Chapter

- **Pitch Bend.** This is a single Text Expression in a library by itself. It consists of the words "pitch bend," and has been defined to produce a single pitch bend. This pitch bend lasts for one whole note. It moves the pitch wheel from its "at rest" position all the way to the top of its range of movement, then back down to its "at rest" position. For a full description of pitch wheel usage in Finale—including instructions for the creation of this particular pitch bend expression—see PITCH WHEEL.
- **Quarter Tone.** This Key Signature library contains a single key signature— namely, the key signature for a quarter-tone key system, where there are three chromatic steps between two diatonic steps (instead of the usual one). If you set your piece in this key signature, bear in mind that one key on your MIDI keyboard corresponds to one chromatic step in the music. In other words, you won't be able to play normally and still get an accurate transcription of your playing, because—for example—the C# key on your MIDI keyboard will correspond to a C-quarter sharp on the screen. See NONSTANDARD KEY SIGNATURES for more information.
- **Shape Expressions.** This library contains a selection of Shape Expressions for use with the Expression Tool. While it does contain several phrase markings and hairpins (crescendo markings), remember that it's far easier to create phrase markings and hairpins using the Smart Shape tools. The sole advantage to using these crescendo hairpins is that they have been defined for playback; they produce a volume change of 26 MIDI key velocity units in the time of a whole note. This library also contains a glissando line and tremolo marking, as described in GLISSANDOS and TREMOLOS, respectively.
- **Staff Styles.** This library contains a basic selection of Staff Styles for use with the Staff Tool. See STAFF STYLES for more information. The following metatools appear in the Maestro Font Default file.

Staff Style	Metatool Assignment
Slash Notation	S
Rhythmic Notation	R
Blank Notation: Layer 1	B
Blank Notation: Layer 4	K
Blank Notation: All Layers	A
Normal Notation	M
One-Bar Repeat	O
Two-Bar Repeat	T
Standard 5-line staff	F
1-line Staff: Full Barline	N
1-line Staff: Short Barline	N
Hide Staff	H
Percussion: 1-line Staff	P
Percussion: 5-line Staff	C

TOC
Index
Next Chapter
Previous Chapter

Staff Style	Metatool Assignment
Note Shapes	X
Flute Transposition	1
B♭ Clarinet Transposition	2
E♭ Alto Saxophone Transposition	3
B♭ Tenor Saxophone Transposition	4

- **Spacing Widths libraries: Fibonacci Spacing • Fibonacci Edited Dots • Tight Spacing • Medium Spacing • Loose Spacing.** These libraries contain spacing width tables used for the spacing of notes and lyrics. Fibonacci Spacing is the default which spaces your music using a ratio of about 1 to 1.6. So a quarter note will take up 1.6 times the space of an eighth note. To find out how you use these libraries, see MUSIC SPACING. The library titles indicate the relative spacing of the entries in a measure; music that's been spaced using the "medium" library will be more compact than music spaced with the "loose" library.
- **Text Expressions (Maestro).** This library, for use with the Expression Tool, includes a number of expression and dynamic markings, many of which have been defined for playback. The dynamics always appear in Maestro music font, and the other expression markings appear in the Times New Roman italic font; feel free to change these fonts to suit your system. (For the non-dynamic expressions, choose a PostScript font if you plan to print on a PostScript printer or a True Type font if you plan to print on a non-PostScript printer.) This library also contains some sample rehearsal letters.

  The playback-defined expressions in this library are as follows:

Expression	Playback effect	Value
pppp	Key velocity	10
ppp	Key velocity	23
pp	Key velocity	36
p	Key velocity	49
mp	Key velocity	62
mf	Key velocity	75
f	Key velocity	88
ff	Key velocity	101

TOC Index Next Chapter Previous Chapter

Expression	Playback effect	Value
fff	Key velocity	114
ffff	Key velocity	127
Adagio	Tempo	40
Moderato	Tempo	80
Allegro	Tempo	120
8va	Transposition	12
8vb	Transposition	–12
accel.	Tempo	Increases 26 beats per minute over four beats
rit.	Tempo	Decreases 26 beats per minute over four beats

- **Text Repeats (Maestro).** This library contains a selection of text repeats—textual repeat indications, such as “D.S. al Coda,” that are fully functional for playback. You create and edit repeats using the Repeat Tool.

  The text repeats in this library are as follows:

D.C. al Fine	*To Coda #*
D.C. al Coda	*Fine*
D.S. al Fine	𝄋
D.S. al Coda	𝄌
D.S. al #	*Go to Measure #*

  The number sign (#), when it appears in a text repeat, represents a temporary “stand-in” for some variable. For example, if you place the “To Coda #” or the “D.S. al #” marking in the score, Finale will automatically substitute the text of the target (“Mark” type) text repeat for the number sign. (The result might be, for example, “To Coda 𝄋.”) And if you place the “Go to Measure #” marking into the score, Finale will replace the number sign with the measure number to which you direct this marking’s playback. (The result might be, for example, “Go to Measure 44.”) (See REPEATS (BARLINES AND TEXT INDICATIONS) for a more complete discussion of these options.)

TOC
Index
Next Chapter
Previous Chapter

Finale Score Templates

In your Finale folder, you'll find a folder called Templates. In this folder you'll find three dozen blank Finale documents, each with staves in a particular instrumental configuration. These templates can save you time—just open a copy of a score setup you need, and start entering the music. To open a template, choose File, New, then Document from Template.

These templates have the ".FTM" extension, which means that they will appear as "untitled" files when you open them. Choose New from Template from the File Menu. Any template files in the current folder will appear in the list. Double-click the template you want to use.

Each of these templates, like the Maestro Font Default file, has a selection of libraries already loaded. These include the Chord Suffix, Articulations, Shape Expressions, Text Expressions, Text Repeats, Allotments (medium), Quarter Tone, and Executable Shapes libraries. Each has also been defined to have sequential measure numbers, page numbers, and a sample title. Staves for the transposing instruments (e.g., clarinets, horns) have been set up to transpose automatically (see TRANSPOSING INSTRUMENTS). The templates are titled as follows:

TOC
Index
Next Chapter
Previous Chapter

General Templates

Template title	System setup
Lead Sheet.FTM	One staff
Lead Sheet (Jazz Font).FTM	One staff, uses Jazz Font
Grand Staff.FTM	Two staves (piano staff)
Big Note Bells.FTM	One staff (enlarged), landscape orientation
Instrumental Solo w Piano.FTM	Three staves (piano and a reduced-size solo staff)
Instrumental Duet.FTM	Two staves
Instrumental Trio.FTM	Three staves
Instrumental Quartet.FTM	Four staves
Instrumental Quintet.FTM	Five staves
Transpositions.FTM	31 staves

Band Templates

Template title	System setup
Small Concert Band.FTM	Nine staves
Full Concert Band.FTM	26 staves
Wind Ensemble.FTM	25 staves
Marching Band.FTM	21 staves, landscape orientation
Jazz Band.FTM	18 staves, landscape orientation
Jazz Band (Jazz Font).FTM	18 staves, landscape orientation, uses Jazz font
Woodwind Trio.FTM	Three staves (Flute, Oboe, Bassoon)
Woodwind Quintet.FTM	Five staves (standard woodwind quintet)
Woodwind Choir.FTM	12 staves

TOC
Index
Next Chapter
Previous Chapter

Band Templates

Template title	System setup
Brass Trio.FTM	Three staves (Trumpet, Trombone, French Horn)
Brass Quintet.FTM	Five staves (standard brass quintet formation)
Brass Choir.FTM	12 staves
Brass Band.FTM	19 staves (British brass band)
Drum Corps.FTM	7 staves

Orchestral Templates

Template title	System setup
String Trio.FTM	Three staves (standard string trio)
String Quartet.FTM	Four staves (standard string quartet)
String Orchestra.FTM	Five staves
String Orchestra with Piano.FTM	Seven staves
Chamber Orchestra.FTM	20 staves
Full Orchestra.FTM	27 staves

Choral Templates

Template title	System setup
Barbershop Female.FTM	Two staves (Sopr, Lead, Alto, Alto)
Barbershop Male.FTM	Two staves (Tenor, Lead, Bari, Bass)
Vocal Solo with Piano.FTM	Three staves (piano and vocal)
Two Part with Piano.FTM	Four staves
SSA with Piano.FTM	Five staves (SSA plus piano)
SAB with Piano.FTM	Five staves (SAB plus piano)
SATB (Four Staff) with Piano.FTM	Six staves (SATB plus piano)
SATB w Piano, Bass & Perc.FTM	Eight Staves (SATB + 4)
TTBB w Piano.FTM	Six staves (TTBB plus piano)
SATB (Two Staff) with Piano	Four staves (SA on Treble, TB on Bass, plus piano)
Kodály.FTM	Two staves - One for solfège, one for Stick notation
Kodály Auto-Stick Notation.FTM	One staff for Stick notation

Church Templates

Template title	System setup
Church Orchestra.FTM	19 staves
Handbells.FTM	One staff
Hymnal.FTM	Two staves
Piano & Organ.FTM	Five staves (2 + 3)

TOC
Index
Next Chapter
Previous Chapter
TOC
Index
Next Chapter
Previous Chapter

Church Templates

Template title	System setup
Shape Note Hymnal.FTM	Two staves with note shapes

Configuring Pagesizes.txt

The Setup Wizard, the Page Layout Tool and other parts of Finale use the pagesizes.txt file to determine the page size and margins of the score. You can edit this file to get a custom page size and margin. Make sure you save the file as text only.

[Page Sizes]

This section contains the page size name, Width and Height (followed by a semicolon), Top Margin, Bottom Margin, Left Margin, Right Margin, and a Left Margin for single-instrument documents. The Top and Bottom margins are assumed to be negative; there is no need to put in the minus sign.

Ex. Letter = 8.5, 11; .5, .5, 1, .5, .75

TOC
Index
Next Chapter
Previous Chapter

Configuring Instrument.txt

The Setup and Exercise Wizards use the instrument.txt file to determine what instruments to offer, what order from top to bottom to place the instruments and more.

To include musical characters from the default font, use ^flat() for a flat, ^sharp() for a sharp and ^natural() for a natural. For example, to get a B♭ Clarinet, you'd type B^flat() Clarinet.

[INS:Intrument]

These sections contain the detailed information for the particular instrument such as [INS:Flute].

Name =	Staff Name
Abbr =	Abbreviated Staff Name
useKeySigs =	Use Key Signature for staff and staff transposition (1= Use, 0= Don't Use)
Transposition =	Set the transposition with the number of half steps up or down (Examples: 12=octave up, 0 = none, -12 octave down)
TransClef =	Type of clef for transposing instrument (treble, bass, alto, treble8vb, percussion, tenor, baritone, bass8vb, frenchviolin, cbaritone, mezzosoprano, soprano, altpercussion, treble8va, bass8va, blank)
StaffType =	Type of Staff (standard, percussion, single, grand, organ)
Clef =	Type of Clef (treble, bass, alto, treble8vb, percussion, tenor, baritone, bass8vb, frenchviolin, cbaritone, mezzosoprano, soprano, altpercussion, treble8va, bass8va, blank)
Patch =	Patch Number for General MIDI based from 0-127.

TOC
Index
Next Chapter
Previous Chapter

PercMap =	Percussion Map Name or single General MIDI note number. Use quotes to enter the name of a percussion map, if it contains a number.
ExWizDisp =	1=Instrument will appear in the Exercise Wizard, 0=Instrument does not appear in the Exercise Wizard, but does appear in the Setup Wizard
RangeLow =	Lowest note allowed in the Exercise Wizard in various skill levels: Basic, Intermediate, Advanced. (Values expressed as MIDI note numbers)
RangeHigh =	Highest note allowed in the Exercise Wizard in various skill levels: Basic, Intermediate, Advanced. (Values expressed as MIDI note numbers)

[GRP:Group]

These sections define the group or family names. These items will be grouped together using a bracket.

Name =	Group Name
Abbr =	Abbreviated Group Name
Instrument = x	Instrument name (x = include in list, no x does not include in list)
ExWizDisp =	1=Group will appear in the Exercise Wizard, 0=Group does not appear in the Exercise Wizard, but does appear in the Setup Wizard

[ORD:Order]

This list contains the default order of the instruments in the wizard. As in the Group section, x means include the instrument; no x means do not include the instrument. If an instrument is not listed in the Order, it will be added to the bottom of the list.

Configuring Ensembles.txt

The Exercise Wizard uses the Ensembles.txt file to determine what make up an ensemble and what ranges to use. You can access all of these options within the Exercise Wizard.

[Ensemble Name]

This section contains the name of the ensemble.

InstNames=	List of instruments in the ensemble
InstrCopies=	Number of copies of each instrument. Corresponds to list of instruments above it, separated by commas
Range=	Lists skill level to use for ensemble (1=Advanced, 2=Intermediate, 3=Basic)

TOC
Index
Next Chapter
Previous Chapter

Finale File Extensions

Finale creates a number of different types of files; each has its own extension. In the table below, you'll find a description of each kind of file you may encounter while working with Finale.

File Extension	Description	How to Make One	How to Open One
Finale.EXE Finale application (program)	This is the Finale program itself	There's only one of these	Double-click to start Finale.
.MUS Finale file	This is a standard Finale (notation) document file.	Choose Save As from the File Menu.	Double-click.
.LIB Finale library	A Finale library may contain a set of symbols (such as Chords or Articulations), markings (such as Text Expressions), or settings (such as Document settings or Spacing Widths	Choose Save Library from the File Menu.	From the File Menu, choose Open Library.
.LSN Lesson file	This file contains a grouping of exercises and an ensemble of instruments.	From the File Menu, choose New, Exercise Wizard.	From the File Menu, choose Open; select Lesson File and double-click the one you want to open.
.PLY Playback file	This file contains playback information for a document, including all playback settings and the effects of expression markings.	Choose Playback Controls from the Windows Menu; click the Playback Settings button. Click Save File, and then select the File Type "Playback File.". Name the file and click OK.	Choose Playback Controls from the Window Menu; click the Playback Settings button. Click Select File and double-click the Playback file you want to open.
.MID MIDI file	This is a standard MIDI sequencer file. It can be read by most sequencer programs.	Choose Save As from the File Menu; select the File Type "MIDI File." Name the file and click OK.	From the File Menu, choose Open; select MIDI File and double-click the one you want to open.
.TRK Track/Staff Mapping file	This file contains sequencer track/channel-to-Finale staff information for use when you open a MIDI sequencer file with Finale.	Choose Open from the File Menu; select the File Type "MIDI File.", and double-click the one you want to open. Click Track-to- Staff List; create a track/staff configuration and click Save. See TRACK/ CHANNEL MAPPING TO STAVES DIALOG BOX.	From the File Menu, choose Open; select the File Type "MIDI File.", and double-click the one you want to open. Click Track-to-Staff List and click Load. Double-click the one you want to open.
.NOT Note file	This file contains the MIDI information you've recorded in the Transcription window.	Click the HyperScribe Tool, select Transcription Mode and click a measure. Click Wait Till and perform your piece. Choose Save As from the file Menu. Name the file and click OK	Click the HyperScribe Tool, select Transcription Mode and click a measure. Choose Open from the File Menu. Double-click the Note file you want to open.

TOC
Index
Next Chapter
Previous Chapter
TOC
Index
Next Chapter
Previous Chapter

File Extension	Description	How to Make One	How to Open One
.CLP Clip File	This file contains a motif, passage, or section of music you've copied from a Finale document.	Click the Mass Mover Tool; select a region of measures. While pressing ctrl, choose Cut or Copy from the Edit Menu. Name the file and click OK. See COPYING MUSIC.	Click the Mass Mover Tool; select a region of measures. While pressing ctrl, choose Insert or Replace Entries from the Edit Menu. Double-click the Clip file you want to open.
.ETF Enigma Transportable file	This is a text-only file that can be read by a word processor, or by Finale running on another kind of computer.	Choose Save As from the File Menu; select the File Type "ENIGMA Transportable File." Name the file and click OK.	Choose Open from the File Menu; select the File Type "ENIGMA Transportable File", and double-click the one you want to open.
.PS PostScript file	This special text file contains the complete PostScript description of your document; by downloading it to a PostScript printer, you can print without using the Finale program itself.	Choose Compile PostScript Listing from the File Menu and click OK; name the file and click OK.	You can't open these files. You need a special downloading program to send this file to the printer. See POSTSCRIPT.
.EPS Encapsulated PostScript file	This special text file contains the Encapsulated PostScript description of one page of your document. This file can be used in Finale or in other programs that import graphics.	Choose Compile PostScript Listing from the File Menu or Export Page from the Graphics Menu or double-click to select an area and choose Export Selection from the Graphics Menu. Enter a page number in the "EPS file of page:" text box if needed, and click OK; name the file and click OK.	Select Place Graphic from the Graphics Menu or start another page layout or graphics program and use its Open or Place command. Double-click the name of the EPS file. Click in the score to place the EPS file.
.TIF TIFF file	This graphic file contains a TIFF graphic which can be used in Finale or in other programs that import graphics.	Double-click to select an area to export in the Graphics Tool and select Export Selection from the Graphics Menu, or just select Export Pages from the Graphics Menu. Select TIFF from the Type drop-down list. Click OK	Select Place Graphic from the Graphics Menu or start another page layout or graphics program and use its Open or Place command. Double-click the name of the TIFF file. Click in the score to place the TIFF file.
Finale.INI Preferences file	This is the Finale Preferences file, which contains settings such as those made in the Program Options dialog box and the Windows Menu.	Finale creates this file automatically and places it in your Finale folder.	Finale uses this file each time the program is started.
.FXT Plug-in applications	This a plug-in, which is a small program that runs only in Finale to allow you to enhance Finale's abilities.	Finale comes with a number of plug-ins already installed in your Finale folder. If you are interested in making your own Plug-in programs please visit our website for details.	You can't open these files. Finale loads all the plug-ins available each time the program is started.
.PDF Manual file	These are Acrobat® files which contain the Finale User Manual.	These files are installed automatically into your Finale folder.	Select any of the topics in the Manual submenu of the Help Menu. This will open the file using Acrobat® Reader

TOC
Index
Next Chapter
Previous Chapter
TOC
Index
Next Chapter
Previous Chapter

File Extension	Description	How to Make One	How to Open One
.TMP Finale Temporary file	This is one of Finale's temporary files; under normal circumstances, you never see them.	The temporary file exists only while your working in Finale (or after the computer is turned off without quitting Finale properly).	You can't open these files.
.BAK	This is a backup of a standard notation document file.	These files are created when Make Backups When Saving Files is selected in the Program Options dialog box.	In Finale, choose File, then Open. Select Files of Type, All Files. Double-click on the file.
.ASV	This is an automatically saved backup of a standard notation document file.	These files are created when Auto Save Files Every X Minutes is selected in the Program Options dialog box.	In Finale, choose File, then Open. Select Files of Type, All Files. Double-click on the file.

TOC
Index
Next Chapter
Previous Chapter

Finale and Explorer

Finale supports standard usage of Explorer in Windows 95/98/NT. In particular, "drag and drop" and command-line switches are supported.

Drag and drop

Drag and drop is supported for opening files. Start Finale and Explorer. In Explorer, select the Finale files you wish to open. Drag them to Finale's window and release the mouse button. The selected files will be opened in Finale. Finale also supports printing from Explorer: see your Windows documentation for details.

Project icons

You can create Finale icons in the Program Manager for different projects. This feature can be used to specify groups of files such as a score, and all extracted parts of a score. Use icons in conjunction with the command-line switches below, specifying different sets of files and perhaps an alternate Finale.INI file, to customize your Finale working environment.

Command line

Finale supports multiple filespecs and wildcards in the command line of a Program Manager icon. For example, specifying "*.mus" on the command line will open all the music files in the current folder. Finale also supports the following command-line switches. These switches can appear in any order, anywhere in the command line. They are not case sensitive, and can be combined. Either "-" or "/" acts as a switch trigger. Some command switches can be accessed more easily from the PROGRAM OPTIONS DIALOG BOX, such as whether to open a document on startup.

TOC
Index
Next Chapter
Previous Chapter

-q Instead of launching Finale and displaying an "Untitled" document, it displays the Open dialog box and prompts for the file you want to open. The Open dialog box appears once for each "q" switch in the command line.

-n Launches Finale without loading the MIDI drivers. This can be useful if you are running other MIDI software, or if there is some other MIDI-related problem on your system.

-x Launches Finale without opening any documents, not even a default "Untitled" document.

-z Launches Finale without any Plug-ins. The Plug-in Menu will not appear.

-i Lets you specify an alternate Finale.INI file. Enter the file name of the INI file you want Finale to draw its settings from. This can be very useful if you share your computer with someone else, or if you have different projects that require different global settings.

-p Prints the first file on the command line.

Examples:

Finale -qn

Starts Finale without MIDI and prompts for a file name.

Finale pr1*.mus -i Finale.pr1

Opens all the files in the PR1 folder, and uses the settings in Finale.PR1 instead of Finale.INI.

TOC Index Next Chapter Previous Chapter

About the Finale.INI file

The Finale.INI file contains custom settings and Finale Preferences that you set within the Finale program. Finale Preferences include dialog boxes and menu settings that affect your Finale working environment. They do not include settings that differ from document to document. Most of the options in the Finale.INI can and should be set within the Finale program itself. Other settings can only be changed in the Finale.INI file. For example, you may need to change the font used for Finale's Message Bar, depending on the fonts installed in your system.

The Finale.INI file can be edited with a text editor such as NotePad. In general, you will not need to edit this file directly. Do not edit the Finale.INI file while Finale is running.

If you choose to edit the Finale.INI file, be sure to make a backup of it first! If you make an accidental change, you can either restore the backup copy of the Finale.INI file, or delete the edited Finale.INI file. When you launch Finale again, Finale will re-generate a new Finale.INI. If Finale creates a new Finale.INI file, any custom settings and Finale Preferences you had saved in your previous INI file will be lost.

The Finale.INI file is divided into sections, which are separated by headers that appear in square brackets. The Finale.INI consists of the following sections:

[Settings]
[MIDI]
[Extensions]
[Program Options]
[Colors]
[Chromatic Spelling Tables]
[Palettes]
[Speedy Keys]
[Directories]

The following paragraphs contain general descriptions of each Finale.INI section, as well as an explanation of the settings within the section. Each setting contains a more detailed explanation, and is marked either Set in Finale, Optional, or Do not edit. The default values are also listed for each setting. If a key is not found in the Finale.INI file, then the default value will be assumed.

TOC Index Next Chapter Previous Chapter

Settings that are marked “Do not edit” should ordinarily be left alone. Edit such settings only if you are having a particular problem and you know exactly what you are doing!

[Settings]

This section includes general settings that can enhance your Finale working environment.

Init=(0, 1)

Do not edit. The default is 0, which indicates that Finale has never been run on this system. Finale sets the Init value to 1 the first time it launches, and allows you to personalize your copy of Finale by entering your name and serial number.

MusicFontName=Maestro

MusicFontSize=24

Set in Finale. Reflects the default music font and size that you specify in the Select Default Fonts dialog box.

HandleSizeX=0

HandleSizeY=0

Optional. When set to 0, Finale displays handles on editable music elements using a default size. You may want to change these values (which are measured in pixels) if the handles are either too large or too small. For example, if you set your monitor to a high resolution, the handles that Finale displays may be too large in relation to the elements in your score. In this instance, the handles may completely obscure an element such as a staccato marking.

IncludeFonts=(0, 1, 2)

Set in Finale. Use the Include Fonts checkbox in the Compile PostScript dialog box to turn this setting on (1) and off (0). If you're having problems with this value set to 1, try changing it to 2.

When set to the default value of 1, Finale includes fonts when compiling PostScript listings. If Finale cannot find the soft font listing in the WIN.INI file, it asks the PostScript driver for fonts. When set to 2, Finale includes only the soft fonts listing from the WIN.INI file when compiling PostScript listings. If Finale cannot find the soft font listing, it will not ask the PostScript driver for fonts. If the resultant PostScript files are too large, you can change this setting to 0. When set to 0, the fonts will not be included in the PostScript listing. This results in much smaller files, but requires you to manually download the fonts prior to printing the files.

MaxPSFontsPerPage=15

Do not edit. This setting controls the number of fonts that will fit into your printer's virtual memory. Although a higher number may result in faster printing, it may also increase the risk of PostScript errors.

PSXResolution=

PSYResolution=

Do not edit. Finale gathers its default settings from the printer driver. These settings control the resolution of coordinates in PostScript files and printing.

MsgBarHeight=0

Optional. Defaults to 0. If set to 0, the height is automatically calculated from the MsgBarFontHeight and MsgBarBorder settings. Otherwise, Finale uses the height (in pixels) you specify.

MsgBarBorder=3

TOC
Index
Next Chapter
Previous Chapter
TOC
Index
Next Chapter
Previous Chapter

Optional. Defaults to 3 pixels. The border is contained within the MsgBarHeight.

MsgBarFontHeight=0

Optional. Defaults to 0. If set to 0, the Message Bar font will be 10 pixels high. If you need to change the size of the message bar font, enter the value in pixels. For example, if you enter 12, the font will be 12 pixels high, and the Message Bar height adjusts to the specified size. Hint: Sizes between 8-12 work best.

MsgBarFont=

Optional. Defaults to no specific font, so that Finale displays a sans serif font provided by Windows. Enter the exact font name (as it appears in the Fonts control panel) that you want Finale to use for the Message Bar display. Example: “MsgBarFont=Arial”.

MsgBarTop=(0,1)

Optional. Defaults to 0, so the Message Bar appears at the bottom of Finale's main window. If you want the Message Bar to appear at the top of Finale's main window, change this to 1.

MsgBarShow=(0,1)

Set in Finale. Choose Message Bar from the Windows Menu. Defaults to 1 so that the Message Bar appears in Finale. If this is set to 0, Finale's Message Bar will not appear.

ShowRulers= (0,1)

Set in Finale. Choose Show Rulers from the View Menu. Defaults to 1 so that the rulers appear on-screen in Finale. If this is set to 0, the rulers will not appear.

MaxFileAlert=10

Optional. Defaults to 10. This determines the maximum number of files that can be opened before a warning appears. You can open more than one file at a time, by using the command line, or by using the drag and drop feature in the File Manager. When the warning appears, you can choose to continue to open the files, but you may run into memory limitations. This guards against accidentally opening dozens or hundreds of files.

LoadWinPos=0

SaveWinPos=0

Set these options in Finale. Use the Program Options dialog box to determine what will be saved. They refer to the following settings: Load Window States at Startup, Save Window States at Exit.

MaximizeWin=0

WinPos=(left) (top) (right) (bottom)

Do not edit. These settings are controlled by the LoadWinPos and SaveWinPos. MaximizeWin determines the state of the window: 0 = normal, 1 = maximized, 2 = minimized. WinPos determines the position of the main window. If you want to alter the positioning of your windows, position the windows in Finale, and use the Program Options dialog box to Save or Load the window positioning.

SerifFont=

SansSerifFont=

Optional. Default serif font is “Times New Roman.” The default sans serif font is “Arial”. These fonts are used for any text elements that you can't set the default fonts for within Finale. The default fonts for the majority of text elements in Finale are controlled in the Select Default Fonts

TOC
Index
Next Chapter
Previous Chapter
TOC
Index
Next Chapter
Previous Chapter

dialog box (Options Menu). If the specified font is not available, Windows provides an alternative font.

OPoolSize=1560

DPoolSize=1489

EPoolSize=511

Optional. These settings control the size of Finale's internal data caches. They replace Finale 3.0's OtherPoolSize, DetailPoolSize and EntryPoolSize settings. If you adjusted these settings for Finale 3.0, you may wish to modify them for Finale 3.5, especially if you have a slower machine. However, the recommended values are considerably higher than the old values.

NewWinMax=(0,1)

Set this option in Finale. Use the Other Program Options dialog box to select whether new windows will be maximized or not.

IndependentPSPages=(0,1)

Optional. Defaults to 1. The standard setting of 1 is compatible with print spoolers, but results in larger PostScript files. We recommend setting it to 0 to reduce the size of the PostScript file, and to reduce the number of times a font is downloaded. If 0, printer memory will not be reset after each page in compiled PostScript files. The resulting file will not be "Adobe conforming," meaning that it might confuse some spoolers, but will download more rapidly. (This setting is equivalent to the Advanced Option, "Clear Memory Per Page" in the Windows PostScript driver setup dialog box.)

FontScaleMode=(0,1,2)

Optional. Defaults to 0. This setting determines how bitmap fonts are rendered when an exact match cannot be found. If 0, Finale will try to scale the bitmaps. If 1, Windows will scale the bitmaps. If set to 2, Windows will substitute the "closest" TrueType font. Setting this option to 1 or 2 will avoid potentially long printing times to non-PostScript printers.

NewWinPerc=100

Set this option in Finale. Use the Other Program Options dialog box to select what view percentage will be used in new windows.

NewWinScroll=1

Set this option in Finale. Use the Other Program Options dialog box to select whether new windows will be opened in Scroll View or Page View.

Use3D=1

Optional. Defaults to 1. If 0, CTL3DV2, which displays three-dimensional buttons, is disabled. This is ordinarily set automatically by Finale if it detects an incompatibility or failure of CTL3DV2, but can be set to 0 by the user if required.

OpenOlderDocsAsUntitled=

OpenTemplatesAsUntitled=

Set these options in Finale. Use the Other Program Options dialog box to select whether older documents and Templates will be opened as untitled documents.

TOC
Index
Next Chapter
Previous Chapter
TOC
Index
Next Chapter
Previous Chapter

ConfirmConversion=

Set this option in Finale. Use the Other Program Options dialog box to select whether Finale will ask about converting ties to PostScript or screen representation in when opening older files.

UndoPastSave=

Set this option in Finale. Use the Other Program Options dialog box to select whether Undo will take effect past the Save operation.

TaskDoneChime=

Set this option in Finale. Use the Other Program Options dialog box to select whether a chime will sound when a long Mass Mover task is completed.

DMCS=2

Set this option to force two-byte (1) or single-byte (0) font support. The default it 2, which will auto-detect which to support based on your system font.

OwnPS=3

Optional. Set this option to zero to have Windows generate the Postscript for the text and Finale generate the Postscript for the graphics. This setting works better for some situations, such as printing imported EPS graphics, but requires an Optimize for Portability setting on your printer driver. Set this option to 3 to have Windows generate the Postscript for both the text and the graphics. Default settings is 3.

TOC
Index
Next Chapter
Previous Chapter

[MIDI]

MIDIRoot=FINMIDI

Do not edit. This entry stores the name of Finale's own MIDI driver. It should never be changed.

MIDIEcho=0
MIDISendSync=0
MIDIEcho0=0 1 2 3 4 5 6 7 8 9
MIDIEcho10=10 11 12 13 14 15 16 17 18 19
MIDIEcho20=20 21 22 23 24 25 26 27 28 29
MIDIFixedEchoChannel=0

All of these settings are set within Finale by choosing MIDI Sync and MIDI Thru from the MIDI Menu.

TOC

[Extensions]

This section contains optional settings that control the extensions Finale uses for its files. You should only make changes if you have a conflict with another application. Note that the extensions do not include a period. The Backup extension supports the standard DOS wildcards “*” and “?”. For example, “Backup=??_” will save backup files with the first two characters of the original extension followed by an underscore. If you choose to set a backup folder (see “BackupDir” below), you may want to have backup files retain their original extensions. In this case you would use “Backup=*”.

Index
Next Chapter
Previous Chapter

Music=MUS
Template=FTM
ETF=ETF

MIDI=MID
Playback=PLY
Transcription=NOT
Postscript=PS
Library=LIB
Clip=CLP
Backup=BAK
Encapsulated PostScript=EPS
TIFF=TIF
Windows Metafile=WMF
Track=TRK
AutoSave=ASV
PlugIn=FXT

TOC
Index
Next Chapter
Previous Chapter

[Program Options]

This section contains performance settings that are controlled in, or related to the Program Options dialog box.

Purge=(0,1)

Optional. Defaults to 0. Finale does not clean out Temp files when you close files. Although this helps Finale to run faster, if you open or close a lot of files, you could potentially run out of disk space. If you have limited disk space you may want to set this to 1 so that Finale cleans out the Temp files when you close a file. You will notice that Finale takes longer to close files. Turning Undo on and off will also purge unneeded temporary files.

DottedRests=(0,1)

Set in Finale. Defaults to 0, which means that dotted rests are not allowed during transcription. If you set it to 1, dotted rests are allowed during transcription.

DefaultFile=Maestro Font Default.FTM

Set this option in Finale. Use the Other Program Options dialog box to change the default file name from Maestro Font Default to another name.

g0=0 0 0 0 0 0 0 0 0 0
g10=0 0 0 0 0 0 0 0 0 0

Do not edit. These settings are controlled by the Program Options dialog box.

MaxProgOpts=266

Do not edit. This setting is controlled by the Program Options dialog box.

SavePrefs=1

Set in Other Program Options. Defaults to 1, which means that preferences are saved when exiting Finale.

ToolMenu=0

Set in Other Program Options. Defaults to 0, which means that the Tool Menu is not displayed.

[Colors]

UseColor=1
UseLayerColor=0
c1=
...
cc16=

Set these options within Finale by choosing Select Display Colors from the View Menu.

[Chromatic Spelling Tables]

ChromCount=36
ChromMode=0
g0=0 1 0 1 0 0 0 0 1 0
g10=1 0 0 1 0 0 0 0 0 0
g20=0 0 0 0 0 0 0 0 0 0
g30=0 0 0 0 0 0 0 0 0 0

Set these options within Finale by using the commands in the Option Menu's Enharmonic Spelling submenu.

[Palettes]

This section contains positioning and tool arrangement for the palettes in Finale. Most of these settings are saved when Save Window States at Exit is selected in the Program Options dialog box.

AutoClosePalettes=(0,1)

Set in Finale. Defaults to 1, so Finale closes the sub-palettes when you select another tool on the Main Tool Palette. When set to 0, the palettes remain on the screen when you select another tool on the Main Tool Palette.

MainPalette=(on) (current tool idx) (anchor) (left) (top) (width) (height)
SimplePalette=(on) (current tool idx) (anchor) (left) (top) (width) (height)
SmartPalette=(on) (current tool idx) (anchor) (left) (top) (width) (height)
SpecialPalette=(on) (current tool idx) (anchor) (left) (top) (width) (height)

Do not edit. These settings store the position and configuration of the tool palettes. The one value that can be edited within Finale is (anchor), which defaults to 0. This value governs where the palette is positioned relative to, according to the following chart:

When anchor is	Palette is positioned relative to
0	top left of application window
1	top right of application window
2	bottom left of application window
3	bottom right of application window
4	top left of screen

TOC
Index
Next Chapter
Previous Chapter

When anchor is	Palette is positioned relative to
5	top right of screen
6	bottom left of screen
7	bottom right of screen

TS1.0=(list of space -- delimited tool IDs -- for tool set 1)
TS1.1=(continued)
TS2.0=(list of space -- delimited tool IDs -- for tool set 2)
TS2.1=(continued)
TS3.0=(list of space -- delimited tool IDs -- for tool set 3)
TS3.1=(continued)
Do not edit. These settings store the configuration for Finale's tool sets.

[Directories]

This section includes settings that are controlled in the Program Options dialog box.

MusicDir=
LibDir=
BackupDir=
AutoSaveDir=
ExtensionDir=
TemplateDir=
DocuDir=
TempFileDir=
Set in Finale. Use the Program Options dialog box to specify the folders.

About the FINMIDI.INI file

The FINMIDI.INI file is created when you confirm your MIDI Setup (Options Menu). All settings except the playback interrupt value (“MMESpeed”) are controlled in Finale's MIDI Setup dialog box.

[FINMIDI]

MMESpeed=4

Optional. Defaults to 4. This value seldom needs to be edited. It controls the amount of milliseconds between playback interrupts. If you have a slower computer, you may want to increase this value to improve the playback performance. Note that the difference is very minimal. If you have a faster machine, you probably won't hear a difference at all.

[MMEDRVR]
MidiOutReset=0
SyncMaster=0
Set in Finale. These settings correspond to the checkboxes in the MIDI Setup dialog box.

TOC
Index
Next Chapter
Previous Chapter

InName1=
InBase1=
...
OutName1=
OutBase1=
OutMatch1=
...

Do not edit. Controlled in the MIDI Setup dialog box. The only values you may need to edit are the “OutMatch” settings. They default to 1, which means that each note on is matched up to a note off, even if it's the same pitch. You may need to edit this if your MIDI device cuts off all identical notes when the first note off is received. The Gravis Ultrasound exhibits this behavior; there may be other devices that behave similarly. Normally each note off is matched by a note on.

TOC
Index
Next Chapter
Previous Chapter

Customized Speedy Keymap

This section describes how to install a customized Speedy keymap for German and Swiss-German keyboards for Finale for Windows. The techniques can also be used for other international keyboards. Installing the customized keymap requires editing your Finale.INI file directly. Please use caution when editing Finale.INI. Follow the warnings and instructions below.

The Finale.INI file can be edited with a text editor such as Notepad. If you use a word processor (such as Word), be sure to save the file as “text only with line breaks”. Do not edit the Finale.INI file while Finale is running.

If you choose to edit the Finale.INI file, be sure to make a backup of it first. If you make an accidental change, you can either restore the backup copy of the Finale.INI file, or delete the edited Finale.INI file. When you launch Finale again, Finale will re-generate a new Finale.INI. If Finale creates a new Finale.INI file, any custom settings and Finale Preferences you had saved in your previous INI file will be lost.

If you have any doubts about how to edit Finale.INI, don't do it! Mistakes can cause you to lose your Finale settings, and perhaps cause Finale to run improperly. This is why a backup copy of the file is so important.

The German Keymap

TOC
Index
Next Chapter
Previous Chapter

You will need to replace the entire [SpeedyKeys] section of Finale.INI, including the line “[SpeedyKeys]” as well as all subsequent lines beginning with “SK”. Replace the [SpeedyKeys] section with the new [SpeedyKeys] section below. If the [SpeedyKeys] section does not exist in your Finale.INI, simply add the new section below.

This keymap adopts the standard Speedy Entry commands for German and Swiss-German keyboard layouts. In addition, Swiss-German users can now use the '$' key to change layers (instead of the '#' key).

[SpeedyKeys]

SK000=59 0 -1 -1 -1 5

SK001=65549 0 0 -1 -1 34

SK002=65582 0 -1 -1 -1 23

```
SK003=65544 0 0 -1 -1 24
SK004=65574 0 0 -1 -1 15
SK005=65574 0 1 -1 -1 11
SK006=65576 0 0 -1 -1 16
SK007=65576 0 1 -1 -1 12
SK008=65573 0 0 -1 -1 13
SK009=65573 0 1 -1 -1 9
SK010=65573 1 0 -1 -1 17
SK011=65575 0 0 -1 -1 14
SK012=65575 0 1 -1 -1 10
SK013=65575 1 0 -1 -1 18
SK014=91 0 -1 -1 -1 9
SK015=93 0 -1 -1 -1 10
SK016=65563 0 0 -1 -1 82
SK017=39 0 -1 -1 -1 6
SK018=35 0 -1 -1 -1 8
SK019=65725 0 1 -1 -1 25
SK020=65725 1 1 -1 -1 26
SK021=65723 0 0 -1 -1 19
SK022=65723 1 0 -1 -1 21
SK023=65725 0 0 -1 -1 20
SK024=65725 1 0 -1 -1 22
SK025=65643 0 -1 -1 -1 19
SK026=65643 1 -1 -1 -1 21
SK027=65645 0 -1 -1 -1 20
SK028=65645 1 -1 -1 -1 22
SK029=65642 0 -1 -1 -1 28
SK030=65642 1 -1 -1 -1 29
SK031=47 0 -1 -1 -1 27
SK032=46 0 -1 -1 -1 33
SK033=65723 0 1 -1 -1 28
SK034=65723 1 1 -1 -1 29
SK035=65615 0 -1 -1 -1 1
SK036=65616 0 -1 -1 -1 2
SK037=65612 0 -1 -1 -1 3
SK038=65612 1 -1 -1 -1 4
```

TOC
Index
Next Chapter
Previous Chapter
TOC
Index
Next Chapter
Previous Chapter

SK039=65584 0 0 -1 -1 81
SK040=65584 1 0 -1 -1 39
SK041=65585 0 0 -1 -1 40
SK042=65585 0 1 -1 -1 49
SK043=65585 1 0 -1 -1 83
SK044=65586 0 0 -1 -1 41
SK045=65586 0 1 -1 -1 50
SK046=65586 1 0 -1 -1 84
SK047=65587 0 0 -1 -1 42
SK048=65587 0 1 -1 -1 51
SK049=65587 1 0 -1 -1 85
SK050=65588 0 0 -1 -1 43
SK051=65588 0 1 -1 -1 52
SK052=65588 1 0 -1 -1 86
SK053=65589 0 0 -1 -1 44
SK054=65589 0 1 -1 -1 53
SK055=65589 1 0 -1 -1 87
SK056=65590 0 0 -1 -1 45
SK057=65590 0 1 -1 -1 54
SK058=65590 1 0 -1 -1 88
SK059=65591 0 0 -1 -1 46
SK060=65591 0 1 -1 -1 55
SK061=65591 1 0 -1 -1 89
SK062=65592 0 0 -1 -1 47
SK063=65592 1 0 -1 -1 90
SK064=65592 0 1 -1 -1 56
SK065=65593 1 0 -1 -1 32
SK066=65593 0 0 -1 -1 31
SK067=65632 0 -1 -1 -1 81
SK068=65632 1 0 -1 -1 39
SK069=65633 0 -1 -1 -1 40
SK070=65633 1 -1 -1 -1 83
SK071=65634 0 -1 -1 -1 41
SK072=65634 1 -1 -1 -1 84
SK073=65635 0 -1 -1 -1 42
SK074=65635 1 -1 -1 -1 85

TOC
Index
Next Chapter
Previous Chapter
TOC
Index
Next Chapter
Previous Chapter

SK075=65636 0 -1 -1 -1 43
SK076=65636 1 -1 -1 -1 86
SK077=65637 0 -1 -1 -1 44
SK078=65637 1 -1 -1 -1 87
SK079=65638 0 -1 -1 -1 45
SK080=65638 1 -1 -1 -1 88
SK081=65639 0 -1 -1 -1 46
SK082=65639 1 -1 -1 -1 89
SK083=65640 0 -1 -1 -1 47
SK084=65640 1 -1 -1 -1 90
SK085=65641 0 -1 -1 -1 31
SK086=65641 1 -1 -1 -1 32
SK087=65609 0 -1 -1 -1 57
SK088=65611 0 -1 -1 -1 58
SK089=65724 0 0 -1 -1 59
SK090=65625 0 -1 -1 -1 60
SK091=65624 0 -1 -1 -1 61
SK092=65603 0 -1 -1 -1 62
SK093=65622 0 -1 -1 -1 63
SK094=65602 0 -1 -1 -1 64
SK095=65614 0 -1 -1 -1 65
SK096=65613 0 -1 -1 -1 66
SK097=65601 0 -1 -1 -1 67
SK098=65619 0 -1 -1 -1 68
SK099=65604 0 -1 -1 -1 69
SK100=65606 0 -1 -1 -1 70
SK101=65607 0 -1 -1 -1 71
SK102=65608 0 -1 -1 -1 72
SK103=65610 0 -1 -1 -1 73
SK104=65617 0 -1 -1 -1 74
SK105=65623 0 -1 -1 -1 75
SK106=65605 0 -1 -1 -1 76
SK107=65618 0 -1 -1 -1 77
SK108=65620 0 -1 -1 -1 78
SK109=65626 0 -1 -1 -1 79
SK110=65621 0 -1 -1 -1 80

TOC
Index
Next Chapter
Previous Chapter
TOC
Index
Next Chapter
Previous Chapter

SK111=65646 0 0 -1 -1 33
SK112=65759 0 0 -1 -1 8

TOC
Index
Next Chapter
Previous Chapter

TOC
Index
Next Chapter
Previous Chapter

Plug-in filenames

Plug-in Name (as shown in Plug-in Menu)	Filename
Add Cue Noes	Cuenotes.FXT
Align/Move Dynamics	TGToolsLE2002.FXT
Auto-Dynamic Placement	Autody32.FXT
Automatic Barlines	Autobr32.FXT
Automatic Tablature	Atab32.FXT
Band-in-a-Box Auto-Harmonizer	BIABAutoHarmonizer.FXT
Canonic Utilities	Seruti32.FXT
Cautionary Accidentals	Ctnacc32.FXT
Change Font	Chngfnt.FXT
Change Noteheads	ChangeNoteheads.FXT
Change to Default/Real Whole Rests	DefaultRests.FXT
Check Range	Chkrng32.FXT
Check Region for Durations	CHKDUR32.FXT
Chord Morphing	ChordMorphing.FXT
Chord Realization	ChordRealization.FXT
Chord Reordering	ChordReordering.FXT
Chord Splitting	ChordSplitting.FXT
Classic Eighth Beams	CEBeams.FXT
Clear Lyric Positioning	ClearLyricPos.FXT
Clear Measure Number Positioning	MeasNumPos.FXT
Command Line	CommandLine.FXT
Common Tone Transposition	CommonToneTransp.FXT
Count Items	Cntitm32.FXT
Create Tempo Marking	Tmpmrk32.FXT
Easy Harmonics	TGToolsLE2002.FXT
Easy Measure Numbers	MEASNU32.FXT
Easy Repeats	Repts32.FXT
Easy Tremolos	TGToolsLE2002.FXT
Extract Lyrics	lextract.FXT
Find Parallel Motion	ParallelMotion.FXT

TOC
Index
Next Chapter
Previous Chapter
TOC
Index
Next Chapter
Previous Chapter

Plug-in Name (as shown in Plug-in Menu)	Filename
Find Range	Fndrange.FXT
First Ending Repeats	Repts32.FXT
Flat Beams / Flat Beams Remove	flatbm.FXT
Frequency Modulation Chord Generator	FMChordGenerator.FXT
Global Staff Attributes	Gstfatt.FXT
Ledger Lines - Hide & Show	Hsledg32.FXT
Melodic Morphing	MelodicMorphin.FXT
Menu Shortcuts	TGToolsLE2002.FXT
Midline Stem Direction	MidlineStemDirections.FXT
Move Rests	MoveRests.FXT
Notes and Rests - Hide & Show	flatbm.FXT
Number Repeated Measures	NUMRPT32.FXT
Patterson Beams	PatBeams.FXT
Piano Reduction	PianoReduction.FXT
Rhythm Generator	RhythmGenerator.FXT
Rhythmic Subdivisions	RHYTHS32.FXT
Single Pitch	SinglePitch.FXT
Slash Flagged Grace Notes (Remove)	flatbm.FXT
Smart Playback	TGToolsLE2002.FXT
Split Point	MoveSplitPoint.FXT
Tie Common Notes	TieCommonNotes.FXT
Virtual Fundamental Generator	Virtfund.FXT
Voice 2 to Layer	Voice2toLayer.FXT
Word Extensions (v2.0)	WORDEX32.FXT
Word Extensions (Remove)	RmWExt32.FXT

TOC

Index

Next Chapter

Previous Chapter

TOC

Index

Next Chapter

Previous Chapter

Finale Notational Defaults

Finale adheres to the standards of music engraving practice that follow. There are many more "rules" or "standards" that govern music notation, and indeed, the standards themselves may vary from publisher to publisher. The ones listed here are automatically supported by Finale.

Placement of Text

Staff names are centered vertically on each staff. Both full and abbreviated staff names are right-aligned.

Chord symbols are placed 1/2 inch above the top line of the staff. If Guitar Fretboards also appear, the Chord Symbol appears one inch above the top line of the staff, and the top of the fretboard appears 1/2 inch above the top lines of the staff.

Lyrics appear 1/2 inch below the bottom line of the staff.

Notes, Stems and Beams (Ligatures)

Single notes with single stems are stemmed down when the note is positioned on the middle line of the staff or higher. Down stems are positioned on the left side of the note. Single notes with single stems are stemmed up when the note is positioned on the second space of the staff or lower. Up stems are positioned on the right side of the note.

Single stems are exactly one octave in length. If there is more than one note on a stem, the stem length is calculated from the note closest to the end of the stem.

Stems of notes on ledger lines which would not normally reach the middle line of the staff are extended to reach the middle line of the staff.

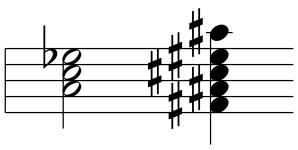
A beam is the thickness of half a space. The normal stem length will accommodate two beams. For each additional beam the stem length is extended one space. The angle up or down of any beam does not exceed one space, and the direction of the slant is determined by the general direction of the movement of the notes.

Placement of Note Heads

In an interval of a second on a single stem the lower note is placed on the left of the stem, the upper note on the right. In this configuration the note head on the wrong side of the stem is called a "displaced" note. Chords with opposite stems or on separate staves are aligned according to the properly placed note heads, not the displaced note heads.

Accidentals in a chord

When accidentals cannot be aligned, the highest accidental is placed in the normal position and the next lower accidental is placed to the left of it. Accidentals continue to be placed to the left until an accidental can align with the top one, in which case the procedure is repeated until all the accidentals have been placed.



TOC
Index
Next Chapter
Previous Chapter
TOC
Index
Next Chapter
Previous Chapter

Accidentals across barlines

When a note with an accidental is tied across a barline, the accidental is not repeated on the first note of the next measure. However, if the note appears later in the measure, the accidental is repeated.

Modifying Symbols

Articulations are placed on the notehead side, opposite the stem. Bowing marks are placed above the staff, regardless of the stem direction.

Music Spacing (Time Spacing)

There are no absolute rules governing time spacing, but Finale follows the general principle of spacing notes according to their duration. Longer notes are followed by larger spaces than shorter notes.

Bar lines have no rhythmic significance and do not affect the time spacing. Neither do accidentals, except in those situations when the normal time spacing may not allow enough room for the accidental, in which case additional space is allotted for the accidental.

Rests are treated the same as notes, except for the whole measure rest which is centered in the measure.

Grace Notes

The stem direction is up for grace notes. Slashes appear on flagged grace notes (unless Slash Flagged Grace Notes is deselected in the Document Options dialog box).

Tuplets

Tuplets appear as a number placed within a bracket. The beam of a rhythmic group is extended over any rests within the group.

Multimeasure Rest (Block Rest)

A Multimeasure or block rest is built into Finale. The rest appears centered on the middle staff line. The thick horizontal line in 3 pts. (1 space) thick (the same thickness as beams), and the thin vertical lines, which extend from the second to the fourth staff line, are 1/2 point thick.

The multimeasure rest number appears just above the staff. The width of the measure is 1 1/4 inches to contain the multimeasure rest symbol.

Line Thickness

Beam thickness is three points (half a space). Barline, ledger line, staff line, and stem line thickness are half a point. Other lines (such as tuplet and repeat brackets) are also half a point thick.

Spacing of Basic Elements

A certain amount of space appears before and after basic musical elements. One space appears before clefs, key and time signatures, and before the first note or rest in a measure. An additional half space appears after key and time signatures.

Maestro Font Default file

The Maestro Font Default file consists of one treble staff with 21 measure, in common time. Measure numbers appear at the start of each line, above the clef. It contains libraries for music spacing, chord symbols, musical text and shape expressions, articulations, and so on. See FINALE LIBRARIES for more information.

TOC
Index
Next Chapter
Previous Chapter
TOC
Index
Next Chapter
Previous Chapter

The page size is 8.5 by 11 inches with 1/2 inch page margins all around except for the left margin which is 3/4 inch. The first system is indented (from the page margin) 1/2 inch, and is dropped 1 1/2 inches to allow for a title, and other text. A place holder for a title appears centered 1/2 inch below the top margin, and page numbers appear beginning on page 2 in the form “-2-”. Music appears and prints at 85%.

Equivalents

TOC

Index

Next Chapter

Previous Chapter

This table gives equivalents for EVPUs, spaces, inches centimeters, millimeters, points, and picas. (There are 288 EVPUs - ENIGMA Virtual Page Units - per inch. A space is the music engraver’s unit of measurement - the distance between two staff lines.)

EVPUs	Spaces	Inches	CM	MM	Points	Picas
24	1	.083	.212	2.12	6	.667
1	.042	.0035	.009	.09	.25	.042
288	12	1	2.54	25.4	72	6
113	4.708	.392	1 (.997)	10	28.25	2.3622
11	.458	.038	.1 (.097)	1	2.75	.2362
4	.167	.014	.035	.35	1	.083
48	2	.167	.423	4.23	12	1

Finale also uses its own units of rhythmic, or durational, measurement: EDUs, or ENIGMA Durational Units. There are 1024 EDUs per quarter note. The following table provides EDU equivalents for use on those occasions when you need to perform conversions of rhythmic value into EDUs in Finale.

Rhythmic value	EDUs	Rhythmic value	EDUs	Rhythmic value	EDUs
double whole	8192	quarter	1024	dotted 32nd	192
dotted whole	6144	dotted eigth	768	triplet sixteenth	171
whole	4096	triplet quarter	683	32nd	128
dotted half	3072	eighth	512	dotted 64th	96
half	2048	dotted sixteenth	384	64th	64
dotted quarter	1536	triplet eighth	341	dotted 128th	48
half note triplet	1365	sixteenth	256	128th	32

TOC

Index

Next Chapter

Previous Chapter

Edit Frame dialog box

How to get there

Click the Speedy Entry Tool  and ctrl-click a measure that contains music.

What it does

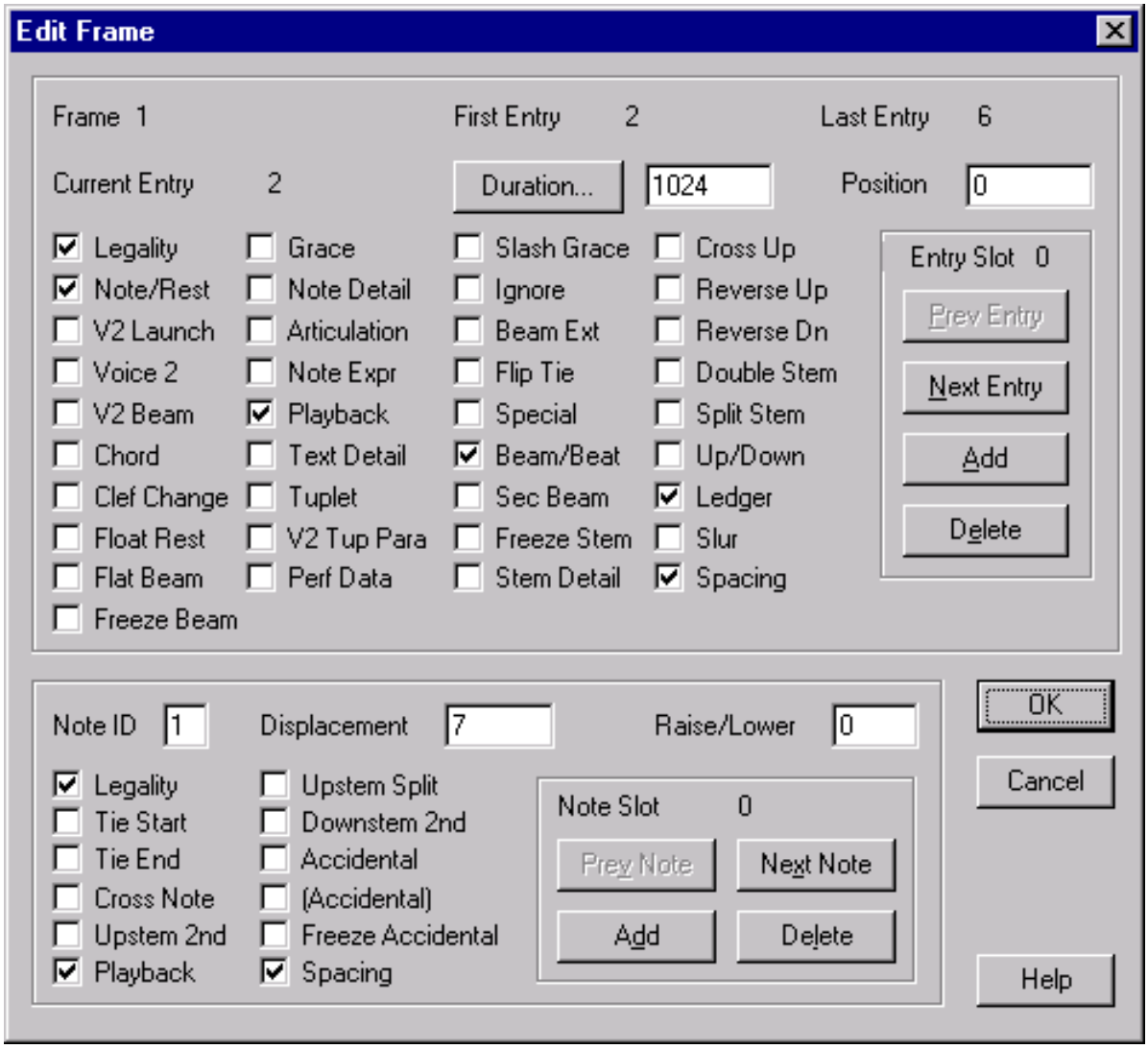
You'll rarely, if ever, need to enter this extremely technical dialog box. It lists dozens of coded variables regarding the notes in the measure you clicked, and allows you to edit the "behind-the-scenes" raw data Finale associates with each note.

Each note in a measure has a good deal of information stored with it, including its ID number, its voice assignment, whether or not it "launches" a tie, and so on; in this dialog box, you can set each such "bit" manually. You'll encounter some technical terms in this discussion; one of the most important is entry, which refers to any note, rest, or chord.

You can hide ledger lines on an entry by deselecting the Ledger checkbox in the Frame dialog box. There is also a Slur checkbox that indicates whether a slur is attached to an entry.

TOC
Index
Next Chapter
Previous Chapter

TOC
Index
Next Chapter
Previous Chapter



- **Frame (#).** This indicator identifies the measure frame you're editing. A frame refers to one measure in one staff. You should note, however, that Finale doesn't number the frames in the order they occur in the score—instead, it numbers them in the order in which you created them.
- **First Entry: (#) • Last Entry (#).** These indicators identify the note or rest that begins and ends the measure you're editing. Finale assigns a number to every single note or rest as you create it. While Finale assigns numbers to notes sequentially, you might not always enter notes sequentially, so the Start and End numbers may appear to be out of order.
- **Current Entry (#).** This indicator identifies the entry you're looking at. (Remember that Finale gives every note or rest an ID number as you create it.)
- **Duration.** The number in this text box sets the rhythmic value of the current entry, in EDUs (1024 per quarter note). Click Duration if you want to change its value graphically; a palette of rhythmic values appears.

TOC
Index
Next Chapter
Previous Chapter

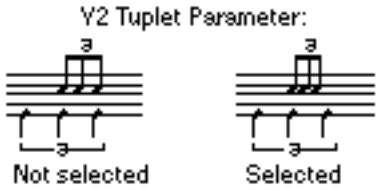
- **Position.** The number in this text box shows the horizontal distance by which an entry has been displaced from its default placement in the measure. Any time you drag a note to the right with the Speedy Entry or Special Tools Tool, you increase this value; if you drag a note to the left, you decrease this value.
- **Entry Slot (#).** This indicator lets you know which note, chord, or rest (entry) you're looking at. The first entry in the measure is 0, and the "slots" are numbered from left to right; there's an invisible "end-of-measure" slot in each measure, too. (A measure with four notes and a rest, therefore, has six slots including this "end-of-measure" slot.)
- **Prev Entry • Next Entry.** Click these buttons (at the top of the dialog box) to scroll from one entry to another within the measure.
- **Entry Slot: Add • Delete.** These buttons insert an entry into, or remove the currently displayed entry from, the measure.
- **Articulation.** If this checkbox is selected, there's an articulation mark attached to currently displayed entry.
- **Beam/Beat.** If this checkbox is selected, the currently displayed entry isn't beamed to the notes before it.
- **Beam Ext.** If this checkbox is selected, the currently displayed entry's beam has been extended with the Beam Extension Tool (within the Special Tools Tool).
- **Chord.** If this checkbox is selected, there's a chord symbol attached to the currently displayed entry.
- **Clef Change.** This very technical item is used by Finale's internal drawing routines. Whether or not the checkbox is selected makes no difference to the screen display.
- **Cross Up.** If this checkbox is selected, one or more of the notes of the currently displayed entry is cross-staff note.
- **Double Stem.** If this checkbox is selected, the currently displayed entry has both an upstem and a downstem, created with the Double/Split Stem Tool (within the Special Tools Tool).
- **Flip Tie.** If this checkbox is selected, you have flipped the tie upside-down, either locally (using Special Tools or Speedy), or by your settings in the Layer Options dialog box.
- **Float Rest.** If this checkbox is selected, the currently displayed entry (if it's a rest) is fixed on the middle staff line (or another line, if you've established Layer Options [Options Menu] that reposition all rests in a layer). If this checkbox is not selected, you can drag the rest up and down with the Speedy Entry Tool.
- **Freeze Beam.** If this checkbox is selected, the currently displayed entry's beam has been frozen either joined or broken. Additional changes to the measure will not change the state of the beam, found in the Beam/Beat box. Mass Mover/Rebeam will override this setting.
- **Freeze Stem.** If this checkbox is selected, the currently displayed entry's stem has been frozen up or down. (See the checkbox labeled Up/Down in the fourth column of dialog box items; if it's selected, the stem is frozen up.)
- **Grace.** If this checkbox is selected, the currently displayed entry is a grace note.
- **Ignore.** If this checkbox is selected, the currently displayed entry is invisible and doesn't play back (because you've pressed the O key using the Speedy Entry Tool).

TOC
Index
Next Chapter
Previous Chapter
TOC
Index
Next Chapter
Previous Chapter

- **Ledger.** This option is selected by default, so that Finale automatically draws ledger lines for all notes that need them. To hide ledger lines on a particular entry, deselect this option. When you return to the score, the ledger lines will no longer appear on that entry. To display ledger lines for an entry that have been hidden, select this option for the entry.
- **Legality.** The function of this checkbox is extremely technical; you should never need to click it. Briefly, when not selected, this checkbox hides the currently displayed note and all subsequent notes or rests in the measure. In other words, an entry whose Legality checkbox isn't selected acts as an "end-of-measure" mark to Finale (see Entry Slot [#]," above)—meaning that Finale ignores it and any subsequent notes.
- **Note Detail.** If this checkbox is selected, the currently displayed entry (including its notehead, stem, and beam, if any) has been resized with the Resize Tool, or its notehead or accidental has been modified with the Notehead or Accidental tools (within the Special Tools Tool).
- **Note/Rest.** If this checkbox is selected, the currently displayed entry is a note; if not, it's a rest.
- **Perf Data.** If this checkbox is selected, there's performance data (key velocity and Start/Stop Time information) associated with the currently displayed note.
- **Reverse Up • Reverse Dn.** If one of these checkboxes is selected, a reverse upstem or downstem, respectively (on the "wrong" side of the notehead) has been added to the currently displayed entry with the Reverse Stem Tool (within the Special Tools Tool).
- **Sec Beam.** If this checkbox is selected, you've made adjustments to the beaming of the currently displayed entry with the Secondary Beam Break Tool (within the Special Tools Tool).
- **Slur.** If this option is selected, the entry has a note-assigned Smart Shape slur attached to it. This option is provided for reference only; you should not change this setting manually.
- **Special.** If this checkbox is selected, the currently displayed entry's tie or dot has been modified with the Tie or Dot Tools (within the Special Tools Tool).
- **Split Stem.** If this checkbox is selected, one or more notes of the currently displayed entry have split stems created with the Double/Split Stem Tool (within the Special Tools Tool).
- **Note-attached Expression.** If this checkbox is selected, there's a note attached expression attached to currently displayed entry.
- **Slash Grace.** If this checkbox is selected the grace note is slashed.
- **Stem Detail.** If this checkbox is selected, the currently displayed entry's stem has been modified with the Custom Stem, Stem Length, Beam Angle, or Secondary Beam Angle tools (within the Special Tools Tool).
- **Text Detail.** If this checkbox is selected, there's a lyric syllable attached to currently displayed entry.
- **Tuplet.** If this checkbox is selected, the currently displayed entry is the first note of a tuplet.
- **Up/Down.** If the Freeze Stem checkbox is selected, this checkbox indicates whether the currently displayed entry's stem has been frozen up or down. If Up/Down is selected, the stem is frozen up; if not, it's frozen down.
- **Voice 2.** If this checkbox is selected, the currently displayed entry belongs to Voice 2.

TOC
Index
Next Chapter
Previous Chapter
TOC
Index
Next Chapter
Previous Chapter

- **V2 Beam.** Under normal circumstances, you can't beam together notes in Voice 2 that have been "launched" from different Voice 1 notes. Select this checkbox for the first note of the second of two Voice 2–launched groups; you'll now be able to beam the first group to the second in the usual way (using the slash key in the Speedy Entry Tool).
- **V2 Launch.** If this checkbox is selected, a second voice (V2) has been "launched" from the currently displayed entry.
- **V2 Tup Para.** This element is one of the few Edit Frame dialog box items you might want to edit yourself. It's used only in one particular circumstance: a tuplet in Voice 2 is being overlapped (in time) by a tuplet in Voice 1. If such a situation arises and you notice that the tuplets' spacing isn't correct, select this checkbox for the first note of the Voice 2 tuplet to correct the notes' positioning. In the figure below, you'd select V2 Tup Para for the first note of the eighth-note (Voice 2) triplet.



- **Note Slot (#).** This indicator specifies which of the notes in a chord you're looking at. The notes of a chord are numbered from bottom to top, beginning with the number 0.
- **Prev Note • Next Note.** Click these two buttons (near the bottom of the dialog box) to scroll from one note to another within a chord. (Prev moves you from the bottom to top note, and Next moves you from top to bottom.)
- **Note Slot: Add • Delete.** These buttons insert a note into, or remove the currently displayed note from, a chord.
- **Note ID.** The number in this text box identifies the currently displayed note in the chord.
- **Displacement.** The number in this text box identifies the currently displayed note's pitch, expressed as a number of diatonic steps away from the first note of the scale (the tonic). The note E is two scale degrees above C, so its Displacement in the key of C is 2.
- **Raise/Lower.** The number in this text box specifies the amount (in half steps) the currently displayed note has been raised or lowered from its unmodified diatonic scale degree by the addition of accidentals. A B♭ in the key of C has a Raise/Lower value of –1. An F♯ in the key of C has a Raise/Lower value of 2.
- **Accidental.** If this checkbox is selected, the currently displayed note's accidental appears, even if it wouldn't normally (such as the natural before a C in the key of C)—sometimes called a courtesy accidental.
- **(Accidental).** If this checkbox is selected, there's an accidental in parentheses on the current entry.
- **Cross Note.** If this checkbox is selected, the currently displayed note is a cross-staff note.
- **Freeze Accidental.** An X in this checkbox indicates that you've forced an accidental to appear (or not to appear) by pressing the asterisk key while editing with the Speedy Entry Tool.

TOC
Index
Next Chapter
Previous Chapter
TOC
Index
Next Chapter
Previous Chapter

- **Legality.** This checkbox, when not selected, hides the currently displayed note and all subsequent notes in the chord, serving as an "end-of-chord" marker for Finale.
- **Playback.** If this checkbox is selected, the note will sound during playback.
- **Spacing.** If this checkbox is selected, the currently displayed entry will affect how Finale spaces the music. If this checkbox is unchecked, Finale will ignore the entry when calculating the music spacing.
- **Tie Start • Tie End.** These checkboxes indicate whether a tie begins or ends on the currently displayed note. Do not edit these checkboxes.
- **Upstem 2nd • Downstem 2nd.** If this checkbox is selected, the currently displayed note's notehead is drawn on the "wrong" side of its stem, usually because it's an interval of a second from another note in the same chord. (Upstem and Downstem refer to the stem direction.)
- **Upstem Split.** If this checkbox is selected, the currently displayed note's stem has been "split" from the other notes of the chord, using the Double/Split Stem Tool (within the Special Tools Tool), and the currently displayed note has been assigned to the upward stem.
- **OK • Cancel.** Click OK (or press enter) to confirm the settings you've made in this dialog box and return to the score. Click Cancel to tell Finale to ignore any changes you made in this dialog box. You return to the score.

TOC
Index
Next Chapter
Previous Chapter

TOC
Index
Next Chapter
Previous Chapter

Quantization Settings Guide

Your success at creating notation with the HyperScribe Tool depends largely on the settings you make in the Quantization Settings dialog box. The more simple the assortment of rhythmic values in your piece, the better Finale will transcribe them; but Finale can handle even rhythmically complex pieces if you've made the proper settings.

These settings include your beat source (called Time Tags in the Transcription window), the smallest note you will input, and your quantization type settings. For a complete discussion of the beat source and quantization options, see QUANTIZATION SETTINGS DIALOG BOX, RECORDING WITH HYPERSCRIBE and TRANSCRIBING A SEQUENCE).

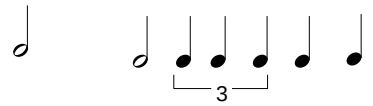
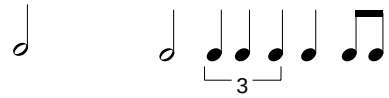
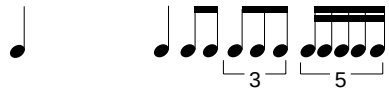
The following table is designed to help you make the correct quantization settings before you begin. Consult this table if you find that (1) Finale is quantizing (rounding off) smaller values—such as sixteenth notes—into chord clusters with larger values, such as eighth notes, or (2) Finale isn't quantizing enough—in other words, you're finding that eighth notes are being notated as sixteenth notes separated by sixteenth rests, for example, or (3) Finale isn't correctly notating triplets or other tuplets.

Consult the Beat (Tap), Rhythm and Time columns of this table to find the assortment of rhythmic values and Time Signatures that correctly characterizes the rhythmic values of the piece you're trying to notate.The Smallest Note Value and Type of Quantization columns show you what settings to use in the Quantization Settings dialog box to notate the described rhythm.

(To specify a Beat Duration—that is, the rhythmic value of your tap—in HyperScribe, choose Tap from the HyperScribe Menu and click a note value in the Tap Source dialog box. In the Transcription window, choose the corresponding value from the "First Tag is" submenu of the Time Tag Menu before you record Time Tags.)

Beat (Tap)	Rhythm	Time	Smallest Note	Type of Quantization
♩	♩ ♫	2/4	♪	Space Notes Evenly
♩	♩ ♫ 	3/4	𝅘𝅥𝅯	Space Notes Evenly
♩	♩ ♫ 	3/4	𝅘𝅥𝅯	Space Notes Evenly
♩		4/4	𝅘𝅥𝅯	Space Notes Evenly

TOC
Index
Next Chapter
Previous Chapter

Beat (Tap)	Rhythm	Time	Smallest Note	Type of Quantization
		4/4		Mix Rhythms
		2/2		Mix Rhythms
		2/2		Mix Rhythms
		2/2		Space Notes Evenly
		3/2		Mix Rhythms
		6/8		Space Notes Evenly
		3/2		Mix Rhythms
		2/4		Space Notes Evenly
		4/4	32nd note	Space Notes Evenly
		6/4		Mix Rhythms

TOC
Index
Next Chapter
Previous Chapter
TOC
Index
Next Chapter
Previous Chapter

More on MIDI

MIDI stands for Musical Instrument Digital Interface. It's a communications protocol for computers and synthesizers that was developed in 1983 through the collaboration of several major electronic instrument manufacturers. By linking different MIDI devices together by MIDI cables, you have great flexibility: a key you strike on one MIDI instrument (the keyboard controller) can produce sound from a second MIDI instrument—or several other MIDI instruments; a note played by a person can be precisely recorded and reproduced by a computer; and a computer can play many MIDI instruments at once in perfect synchronization. This part of the appendix covers some sophisticated aspects of MIDI that may help you to understand Finale better.

TOC

A MIDI signal, or event, is transmitted in a burst of two or three bytes (pieces of computer data in numeric form). The first byte of every event is called the status byte, because it identifies by number the kind of event being transmitted—a note being struck, the pedal being released, and so on—and what MIDI channel it's being sent on. The other bytes are called data bytes, because they tell the computer or MIDI instrument which MIDI device (of the type described by the status byte) is being operated, and by how much its status has changed. For example, when you strike a note, the data bytes produced describe which note you played and how hard you struck the key.

Index

Next Chapter

Previous Chapter

Here are some of the various MIDI events described by the status byte and what kind of information is conveyed by the corresponding data bytes.

MIDI event described by status byte	Parameters described by data bytes
Note On (pressing a key)	MIDI key number and key velocity
Note Off (releasing a key)	MIDI key number and release velocity
Polyphonic Aftertouch (channel pressure)	MIDI key number and amount of pressure applied
Controller	Controller number and its value (see next table)
Patch Change	Patch number
Monophonic Aftertouch (channel pressure)	Amount of pressure applied after note is struck
Pitch Bend	Position of pitch wheel
System Codes	Variable

TOC

In a few Finale dialog boxes you'll see sets of three text boxes containing numbers preceded by a dollar sign. These three boxes contain hexadecimal notation for the three bytes in a MIDI event: from left to right, the status byte and the two data bytes. If you backspace over the dollar sign, however, you can enter normal (decimal notation) numbers instead of hexadecimal notation; Finale will translate your numbers into hexadecimal notation automatically. (Note that most times you see the MIDI data text boxes like this, you'll also see a Listen button. The Listen button lets you play the MIDI event being requested; Finale translates the key, pedal, or controller you play into hexadecimal notation automatically.)

Index

Next Chapter

While the events in the table above are described by MIDI status bytes, there's another class of status bytes called System status bytes that are independent of any particular MIDI channel. They include MIDI Sync data; Sequencer Start, Stop, and Continue commands; System Exclusive data (unique to each synthesizer); and other synchronization and system-exclusive data.

Previous Chapter

Often in the Finale manual you'll encounter the term MIDI controller. Controller data is usually produced by a MIDI device that affects the MIDI notes you're playing—pedals, pitch and modulation wheels, breath controllers, and so on. There are some useful controllers that are settings more than they are devices: MIDI volume level, tremolo depth, and right/left stereo pan are examples. In the table below, the most common MIDI controllers are listed along with their controller numbers.

Controller number	Controller	Controller number	Controller
1	Modulation Wheel (or Lever)	64	Sustain
2	Breath Controller	65	Portamento
4	Foot Controller	66	Sostenuto
5	Portamento time	67	Soft Pedal
7	Main volume	91	External Effects Depth
8	Balance	92	Tremolo Depth
10	Pan	93	Chorus Depth
11	Expression Controller		

Armed with these controller numbers, you can use Finale's Expression or MIDI tools to add this kind of data to the playback of your scores.

TOC
Index
Next Chapter
Previous Chapter

TOC
Index
Next Chapter
Previous Chapter

General MIDI Patch Set Groupings Table

The patches, or sounds, in General MIDI are grouped according to the following table. This grouping is used for all channels except for channel 10, which is used for percussion.

Patch Number	Sound Set	Patch Number	Sound Set
1-8	Piano	65-72	Reed
9-16	Chromatic Percussion	73-80	Pipe
17-24	Organ	81-88	Synth Lead
25-32	Guitar	89-96	Synth Pad
33-40	Bass	97-104	Synth Effects
41-48	Strings	105-112	Ethnic
49-56	Ensemble	113-120	Percussive
57-64	Brass	121-128	Sound Effects

TOC
Index
Next Chapter
Previous Chapter

General MIDI Table

This list contains all the General MIDI Patch Numbers and Patch Names.

Patch Number	Name	Patch Number	Name	Patch Number	Name
1	Acoustic Grand Piano	16	Dulcimer	31	Distortion Guitar
2	Bright Acoustic Piano	17	Drawbar Organ	32	Guitar Harmonics
3	Electric Grand Piano	18	Percussive Organ	33	Acoustic Bass
4	Honky-tonk Piano	19	Rock Organ	34	Electric Bass (finger)
5	Electric Piano 1	20	Church Organ	35	Electric Bass (pick)
6	Electric Piano 2	21	Reed Organ	36	Fretless Bass
7	Harpsichord	22	Accordion	37	Slap Bass 1
8	Clavi	23	Harmonica	38	Slap Bass 2
9	Celesta	24	Tango Accordion	39	Synth Bass 1
10	Glockenspiel	25	Guitar (nylon)	40	Synth Bass 2
11	Music Box	26	Acoustic Guitar (steel)	41	Violin
12	Vibraphone	27	Electric Guitar (jazz)	42	Viola
13	Marimba	28	Electric Guitar (clean)	43	Cello
14	Xylophone	29	Electric Guitar (muted)	44	Contrabass
15	Tubular Bells	30	Overdriven Guitar	45	Tremolo Strings

TOC
Index
Next Chapter
Previous Chapter

Patch Number	Name	Patch Number	Name	Patch Number	Name
46	Pizzicato Strings	74	Flute	102	FX 6 (goblins)
47	Orchestral Harp	75	Recorder	103	FX 7 (echoes)
48	Timpani	76	Pan Flute	104	FX 8 (sci-fi)
49	String Ensemble 1	77	Blown Bottle	105	Sitar
50	String Ensemble 2	78	Shakuhachi	106	Banjo
51	SynthStrings 1	79	Whistle	107	Shamisen
52	SynthStrings 2	80	Ocarina	108	Koto
53	Choir Aahs	81	Lead 1(square)	109	Kalimba
54	Voice Oohs	82	Lead 2 (sawtooth)	110	Bag Pipe
55	Synth Voice	83	Lead 3 (calliope)	111	Fiddle
56	Orchestra Hit	84	Lead 4 (chiff)	112	Shanai
57	Trumpet	85	Lead 5 (charang)	113	Tinkle Bell
58	Trombone	86	Lead 6 (voice)	114	Agogo
59	Tuba	87	Lead 7 (fifths)	115	Steel Drums
60	Muted Trumpet	88	Lead 8 (bass+lead)	116	Woodblock
61	French Horn	89	Pad 1 (new age)	117	Taiko Drum
62	Brass Section	90	Pad 2 (warm)	118	Melodic Tom
63	SynthBrass 1	91	Pad 3 (polysynth)	119	Synth Drum
64	SynthBrass 2	92	Pad 4 (choir)	120	Reverse Cymbal
65	Soprano Sax	93	Pad 5 (bowed)	121	Guitar Fret Noise
66	Alto Sax	94	Pad 6 (metallic)	122	Breath Noise
67	Tenor Sax	95	Pad 7 (halo)	123	Seashore
68	Baritone Sax	96	Pad 8 (sweep)	124	Bird Tweet
69	Oboe	97	FX 1 (rain)	125	Telephone Ring
70	English Horn	98	FX 2 (soundtrack)	126	Helicopter
71	Bassoon	99	FX 3 (crystal)	127	Applause
72	Clarinet	100	FX 4 (atmosphere)	128	Gunshot
73	Piccolo	101	FX 5 (brightness)		

TOC
Index
Next Chapter
Previous Chapter
TOC
Index
Next Chapter
Previous Chapter

General MIDI Percussion Map Table

This listing contains all the General MIDI percussion tones on channel 10, which is the channel reserved for percussion.

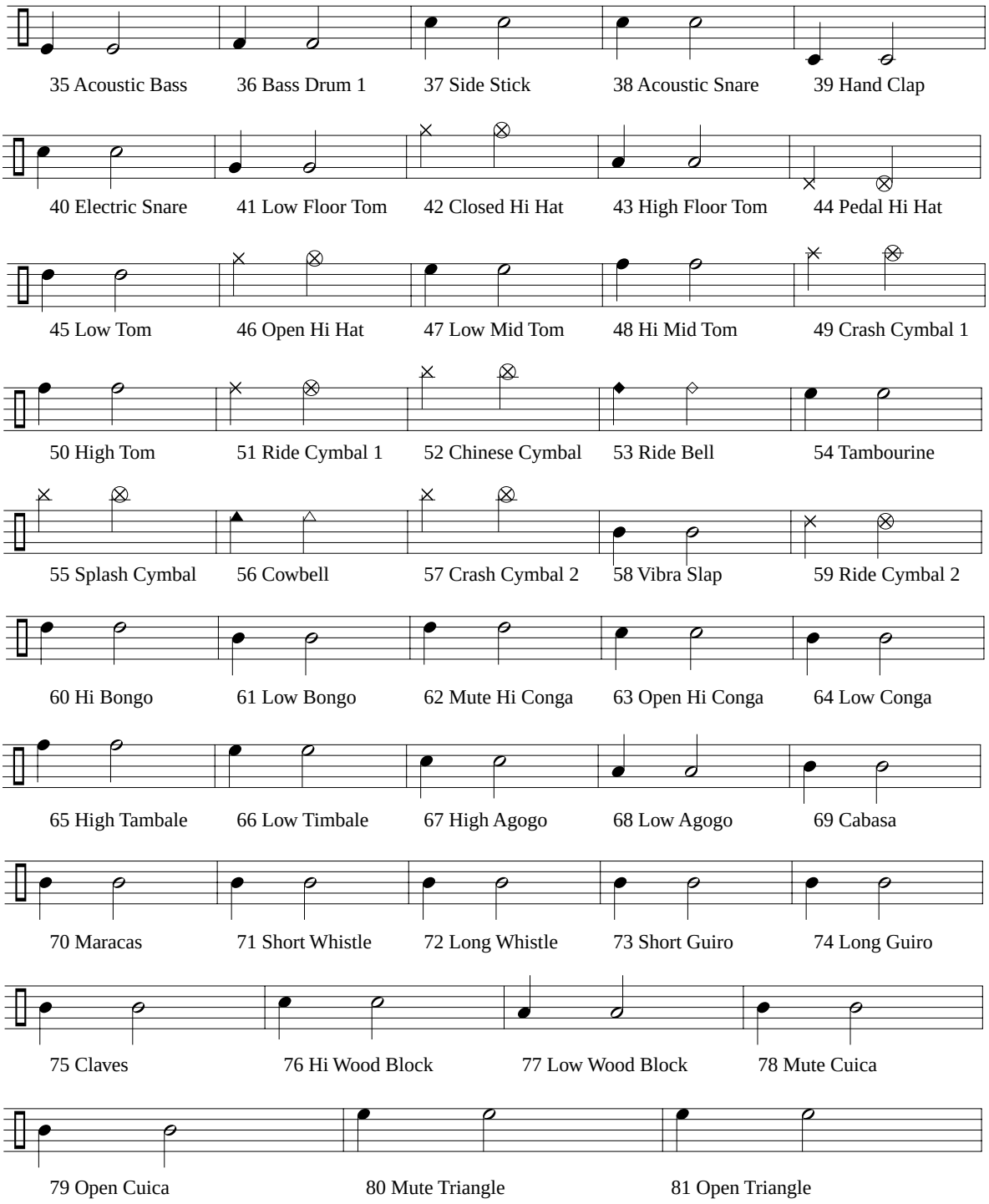
Note Number	Name	Note Number	Name
35	Acoustic Bass Drum	59	Ride Cymbal 2
36	Bass Drum 1	60	Hi Bongo
37	Side Stick	61	Low Bongo
38	Acoustic Snare	62	Mute Hi Conga
39	Hand Clap	63	Open Hi Conga
40	Electric Snare	64	Low Conga
41	Low Floor Tom	65	High Timbale
42	Closed Hi Hat	66	Low Timbale
43	High Floor Tom	67	High Agogo
44	Pedal Hi Hat	68	Low Agogo
45	Low Tom	69	Cabasa
46	Open Hi Hat	70	Maracas
47	Low-Mid Tom	71	Short Whistle
48	Hi-Mid Tom	72	Long Whistle
49	Crash Cymbal 1	73	Short Guiro
50	High Tom	74	Long Guiro
51	Ride Cymbal 1	75	Claves
52	Chinese Cymbal	76	Hi Wood Block
53	Ride Bell	77	Low Wood Block
54	Tambourine	78	Mute Cuica
55	Splash Cymbal	79	Open Cuica
56	Cowbell	80	Mute Triangle
57	Crash Cymbal 2	81	Open Triangle
58	Vibraslap		

TOC
Index
Next Chapter
Previous Chapter
TOC
Index
Next Chapter
Previous Chapter

Template Percussion Mappings

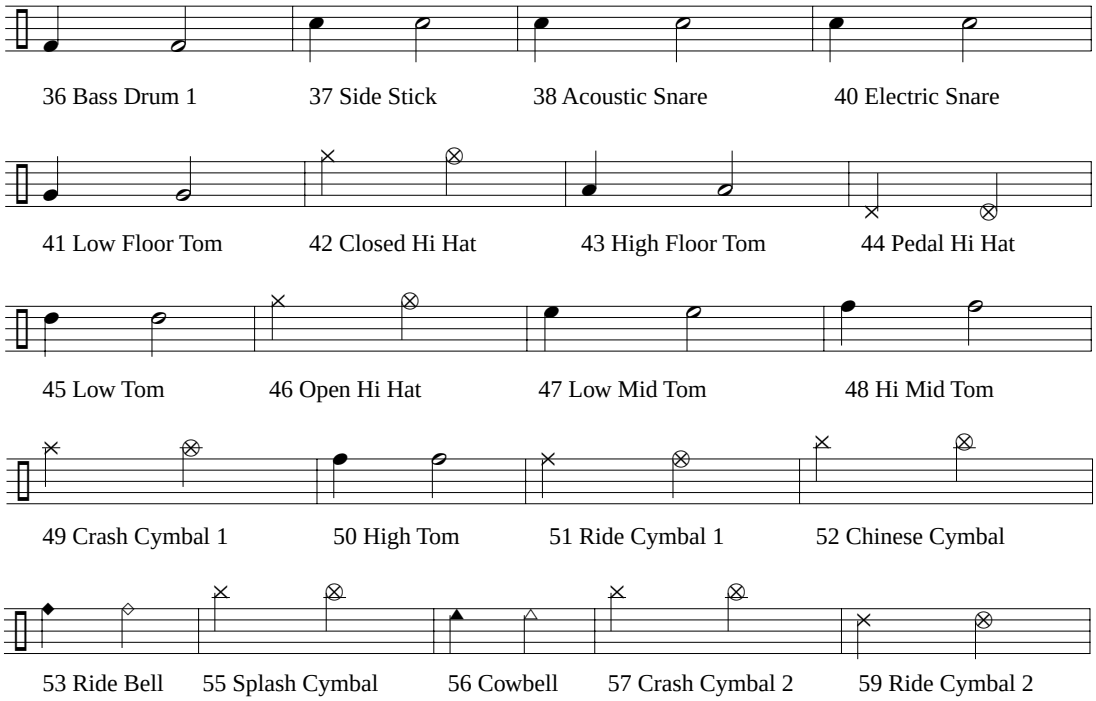
MIDI pitches, notehead and placement for percussion staves in the following templates:

Full Concert Band, Small Concert Band, Wind Ensemble, Percussion, Church Orchestra, Brass Band and Full Orchestra

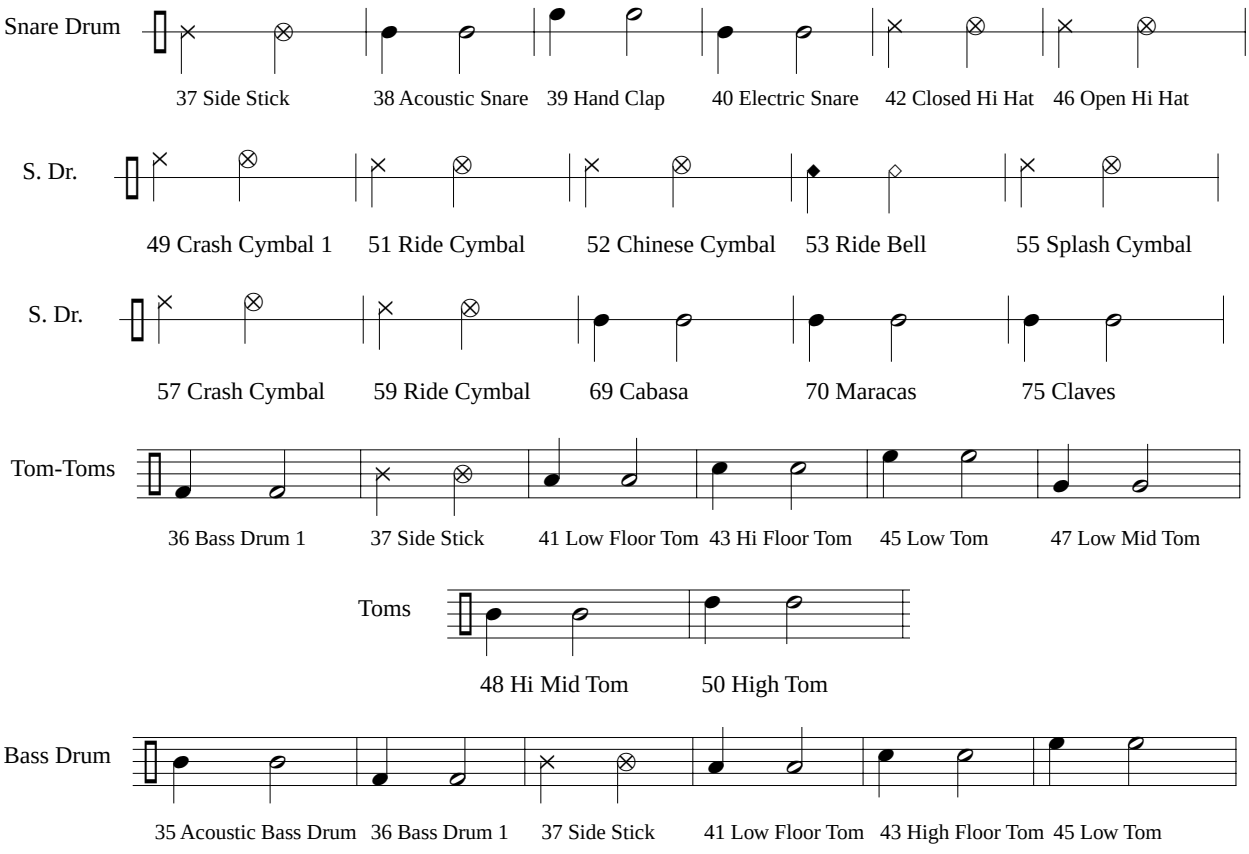


TOC
Index
Next Chapter
Previous Chapter
TOC
Index
Next Chapter
Previous Chapter

Jazz Band and SATB with Piano, Bass and Drums templates



Marching Band template



TOC
Index
Next Chapter
Previous Chapter
TOC
Index
Next Chapter
Previous Chapter

Bank Select - Bank Change Table

The following table provides a list of MIDI instruments and the bank select method used for them. When defining the type of patch you'll send from Finale, choose the appropriate method from the Patch drop-down list. For example for the Roland D-20, choose “Bank Select 0, Bank Select 32, Program Change” from the drop-down list. For the Yamaha TG300, choose “Bank Select 0, Program Change” from the drop-down list.

Instrument	Bank Select Method	Patch drop-down list selection
Alesis QS6	Controller 0 Only	Bank Select 0, Program Change
Alesis Quadra Synth Plus	Controller 0 Only	Bank Select 0, Program Change
Casio CT-470	Controller 0 and 32	Bank Select 0, Bank Select 32, Program Change
Creative Labs, Sound Blaster AWE-32	Controller 0 Only	Bank Select 0, Program Change
E-MU Classic Keys	Controller 0 and 32	Bank Select 0, Bank Select 32, Program Change
E-MU Proteus FX	Controller 0 and 32	Bank Select 0, Bank Select 32, Program Change
Ensoniq KS-32	Patch 100..127	Program Change, Program Change
Ensoniq SQ1	Patch 100..127	Program Change, Program Change
Ensoniq TS-10	Controller 0 and 32	Bank Select 0, Bank Select 32, Program Change
Ensoniq VFX	Patch 100..127	Program Change, Program Change
GeneralMusic, S MusicProcessor	Controller 0 Only	Bank Select 0, Program Change
GeneralMusic, WX/SX Series	Controller 0 Only	Bank Select 0, Program Change
Kawai K-11	Controller 0 and 32	Bank Select 0, Bank Select 32, Program Change
Korg 01/W	Controller 0 and 32	Bank Select 0, Bank Select 32, Program Change
Korg 03R/W	Controller 0 and 32	Bank Select 0, Bank Select 32, Program Change
Korg 05R/W	Controller 0 and 32	Bank Select 0, Bank Select 32, Program Change
Korg i3	Controller 0 and 32	Bank Select 0, Bank Select 32, Program Change
Korg T3	Patch 100..127	Program Change, Program Change
Korg Wavestation	Controller 0 and 32	Bank Select 0, Bank Select 32, Program Change
Korg X3	Controller 0 and 32	Bank Select 0, Bank Select 32, Program Change
Korg X5DR	Controller 0 and 32	Bank Select 0, Bank Select 32, Program Change
Kurzweil 1000PX A/B	Patch 100..127	Program Change, Program Change
Kurzweil K1000	Controller 0 and 32	Bank Select 0, Bank Select 32, Program Change
Kurzweil K2000	Controller 0 and 32	Bank Select 0, Bank Select 32, Program Change
Kurzweil K2500	Controller 32 Only	Bank Select 32, Program Change
Kurzweil MASS	Controller 0 and 32	Bank Select 0, Bank Select 32, Program Change

TOC
Index
Next Chapter
Previous Chapter
TOC
Index
Next Chapter
Previous Chapter

Instrument	Bank Select Method	Patch drop-down list selection
Kurzweil PC-88mx	Controller 32 Only	Bank Select 32, Program Change
Oberheim 1000	Controller 32 Only	Bank Select 32, Program Change
Peavey Spectrum Bass	Controller 0 and 32	Bank Select 0, Bank Select 32, Program Change
Roland D-20	Controller 0 and 32	Bank Select 0, Bank Select 32, Program Change
Roland D-70	Controller 0 and 32	Bank Select 0, Bank Select 32, Program Change
Roland GR-1	Controller 0 Only	Bank Select 0, Program Change
Roland GS	Controller 0 Only	Bank Select 0, Program Change
Roland GS mkII	Controller 0 and 32	Bank Select 0, Bank Select 32, Program Change
Roland GS SC-55	Controller 0 Only	Bank Select 0, Program Change
Roland GS SC-88	Controller 0 and 32	Bank Select 0, Bank Select 32, Program Change
Roland JD-990	Controller 0 and 32	Bank Select 0, Bank Select 32, Program Change
Roland JV-1080	Controller 0 and 32	Bank Select 0, Bank Select 32, Program Change
Roland JV-880	Controller 0 Only	Bank Select 0, Program Change
Roland JV-90	Controller 0 and 32	Bank Select 0, Bank Select 32, Program Change
Roland Super JV-1080	Controller 0 and 32	Bank Select 0, Bank Select 32, Program Change
Roland U-220	Controller 0 and 32	Bank Select 0, Bank Select 32, Program Change
Roland XP-50	Controller 0 and 32	Bank Select 0, Bank Select 32, Program Change
Technics KN1000	Controller 0 and 32	Bank Select 0, Bank Select 32, Program Change
Technics PR307	Controller 0 and 32	Bank Select 0, Bank Select 32, Program Change
Yamaha SY-35	Controller 0 and 32	Bank Select 0, Bank Select 32, Program Change
Yamaha SY-77	Patch 100..127	Program Change, Program Change
Yamaha SY-85	Controller 0 and 32	Bank Select 0, Bank Select 32, Program Change
Yamaha SY-99	Controller 0 and 32	Bank Select 0, Bank Select 32, Program Change
Yamaha TG-100	Controller 0 and 32	Bank Select 0, Bank Select 32, Program Change
Yamaha TG-300	Controller 0 Only	Bank Select 0, Program Change
Yamaha TG-33	Controller 0 and 32	Bank Select 0, Bank Select 32, Program Change
Yamaha TG-500	Controller 0 and 32	Bank Select 0, Bank Select 32, Program Change
Yamaha TX-7	Controller 0 and 32	Bank Select 0, Bank Select 32, Program Change
Yamaha W5/7	Controller 0 Only	Bank Select 0, Program Change
Yamaha XG	Controller 0 and 32	Bank Select 0, Bank Select 32, Program Change

TOC

Index

Next Chapter

Previous Chapter

TOC

Index

Next Chapter

Previous Chapter

Harmony Presets

These harmony presets are used in the Band-in-a-Box Harmonizer plug-in. For more information, see BAND-IN-A-BOX AUTO-HARMONIZER PLUG-IN.

Two Part	Three Part	Four Part	Five Part	Six Part
Guitar 3rds & 6ths	Guitar	Jazz Piano	Jazz Piano	Guitar
3rds & 6ths Below	Drop 2	Guitar Drop 2	Drop Two (SuperSax)	Big Band Brass
3rd Below	Drop 2 - 8vb	Swing Guitar	Swing Woodwinds	Male Choir
6th Below	6ths Above & Below	Super Brass	Close Vocal	Country Vocal
3rds & 6ths Above	Two Below #1	Strings	Female Choir	Three Below 8va & 8vb
3rd Above	Two Below #2	Strings 8va	Male Choir	3rd Above 8va & 8vb
6th Above	Two Below #3	Strings 8vb	Four Below	6th Above 8va & 8vb
Octave Below	One Above #1	Barbershop Close	3rd Above 8vb	Alt Above 8va & 8vb
Octave Below (Long Notes)	One Above #2	Barbershop Open	6th Above 8vb	Two Above 8va & 8vb #1
Two Octaves Below	One Above #3	Drop 2	Alt Above 8vb	Two Above 8va & 8vb #2
Octave Above	Two Above #1	Drop 3	Two Above 8vb #1	Two Above 8va & 8vb #3
	Two Above #2	Three Below #1	Two Above 8vb #2	Two Above 8va & 8vb #4
	Two Above #3	One Above #1	Two Above 8vb #3	Three Above 8va & 8vb
	3rds & 6ths Below 8vb	One Above #2	Three Above 8vb	Four Above 8va
	3rd Below 8vb	Two Above #1	Three Below 8va	
	6th Below 8vb	Two Above #2	6th Above 8va	
	3rd Above 8vb	Three Above	Alt Above 8va	
	6th Above 8vb	3rd Above 8vb #1	Two Above 8va #1	
	3rds & 6ths Above 8va	3rd Above 8vb #2	Two Above 8va #2	
	3rd Above 8va	6th Above 8vb #1	Three Above 8va #1	
	6th Above 8va	6th Above 8vb #2	Three Above 8va #2	
	3rd Below 8va	Alt Above 8vb #1	Three Above 8va #3	
	6th Below 8va	Alt Above 8vb #2	Two Below 8va & 8vb #1	
	Octaves 8va & 8vb	Two Above 8vb #1	Two Below 8va & 8vb #2	
		Two Above 8vb #2	Two Below 8va & 8vb #3	
		Two Above 8vb #3	3rd Above 8va & 8vb	
		Two Above 8va #1	6th Above 8va & 8vb	
		Two Above 8va #2	Alt Above 8va & 8vb	
		6th Above 8va #1	Two Above 8va & 8vb #1	
		6th Above 8va #2	Two Above 8va & 8vb #2	

TOC
Index
Next Chapter
Previous Chapter
TOC
Index
Next Chapter
Previous Chapter

Two Part	Three Part	Four Part	Five Part	Six Part
		3rd Above 8va #1	Two Above 8va & 8vb #3	
		3rd Above 8va #2		
		Alt Above 8va #1		
		Alt Above 8va #2		
		Two Below 8va #1		
		Two Below 8va #2		
		Two Below 8va #3		
		3rd Below 8va & 8vb		
		6th Below 8va & 8vb		
		3rd Above 8va & 8vb		
		6th Above 8va & 8vb		

TOC
Index
Next Chapter
Previous Chapter

Exercise numbers in the Exercise Wizard

Scales (1-1999)

Exercise Family	Exercise numbers
Major	1-99
Natural Minor	100-199
Harmonic Minor	200-299
Melodic Minor	300-399
Chromatic	400-499
Whole Tone	500-599
Pentatonic	600-699
Diminished	700-799

Arpeggios (4000-4999)

Exercise Family	Exercise numbers
Major Triad	4000-4099
Minor Triad	4100-4199
Diminished Triad	4200-4299
Augmented Triad	4300-4399
Major Seventh	4400-4499
Minor Seventh	4500-4599
Dominant Seventh	4600-4699

Intervals (2000-3999)

Exercise Family	Exercise numbers
Seconds	2000-2199
Thirds	2200-2399
Fourths	2400-2599
Fifths	2600-2799
Sixths	2800-2999
Sevenths	3000-3199

TOC
Index
Next Chapter
Previous Chapter

Exercise Family	Exercise numbers
Octaves	3200-3399
Mixed	3600-3799

Document Settings and Program Settings

The following document settings are saved with the document. This means that opening this document on another computer would not change these settings. Program Settings are specific to a particular installation of Finale.

Document Settings	Program Settings
Edit Menu/Special Part Extraction	Edit Menu/Select Partial Measures
Edit Menu/Snap to Grid	Edit Menu/Automatic Update Layout
Edit Menu/Snap to Guide	Edit Menu/Automatic Music Spacing
View Menu/Scroll or Page View	View Menu/Redraw Options/Redraw Controls
View Menu/View Percentage	View Menu/Select Display Colors
View Menu/Staff Sets	Palette Configuration
View Menu/Grid Guide Options	View Menu/Show Margins
View Menu/Show Grid	View Menu/Show System Locks
View Menu/Show Guides	Options Menu/Enharmonic Spelling
View Menu/Show Rulers	Click and Countoff dialog box
View Menu/Layer Selection	Movable Items dialog box
View Menu/Show Active Layer Only	Program Options dialog box
View Menu/Show Multiple Pages	Other Program Options dialog box
Options Menu/Display in Concert Pitch	Update Layout Options dialog box
	Quantization Settings dialog box
Select Default Fonts dialog box	MIDI Setup dialog box
Chord Alternate Baseline dialog box	MIDI Thru dialog box
Playback Options dialog box	MIDI Thru Table dialog box
Augmentation Dot dialog box	Import MIDI File Options dialog box
Barlines dialog box	Export MIDI File Options dialog box
Clef Designer dialog box	MIDI Menu/16-bit/32 bit MIDI driver
Curves dialog box	Window Menu/Main Tool Palette
Document Options dialog box	Window Menu/Simple Entry Palette

TOC
Index
Next Chapter
Previous Chapter
TOC
Index
Next Chapter
Previous Chapter

Document Settings	Program Settings
Layer Options dialog box	Window Menu/Simple Entry Rests Palette
Lines dialog box	Window Menu/Smart Shape Palette
Multimeasure Rest dialog box	Window Menu/Special Tools Palette
Music Characters dialog box	Window Menu/Instrument List
Music Character Positioning dialog box	Window Menu/Playback Controls
Music Options dialog box	Window Menu/Main Tool Bar
Music Spacing Options dialog box	Window Menu/Status Bar
Notation Options dialog box	Staff Menu/Show Staff Styles
Note Shapes dialog box	Staff Menu/Show Default Staff Names
Page Format for Score dialog box	Staff Menu/Show Default Group Names
Page Format for Parts dialog box	Staff Menu/Auto Sort Staves
Piano Braces dialog box	Measure Menu/Dragging Selects Measure Handles
Repeat Bars dialog box	Measure Menu/Dragging Selects Number Handles
Repeat Endings dialog box	Simple Menu/Check for Extra Notes
Stem Connections dialog box	Simple Menu/Playback
Text Inserts dialog box	Speedy Menu/Use MIDI keyboard
Tie Options dialog box	Speedy Menu/Playback During Drag
Tie Contour dialog box	Speedy Menu/Jump to Next Measure
Time Signature Options dialog box	Speedy Menu/Create New Measures
Extract Parts dialog box	Speedy Menu/Check Beaming
File Info dialog box	Speedy Menu/Check Accidentals
Page Setup dialog box	Speedy Menu/Check for Extra Notes
Edit Staff Attributes dialog box	Speedy Menu/Use Five Line Staff
Select Clef dialog box	Speedy Menu/Auto Freeze Accidentals
Edit Full Staff Name dialog box	Speedy Menu/Edit Tab
Position Full Staff Name dialog box	Speedy Menu/Insert Notes
Edit Abbreviated Staff Name dialog box	HyperScribe Menu/Beat Source
Position Abbreviated Staff Name dialog box	HyperScribe/Record Mode
Staff Transposition dialog box	HyperScribe/Transcription Mode
Alternate Notation dialog box	Tap dialog box
Staff Setup dialog box	MIDI Event dialog box
Percussion Map Selection dialog box	Tap States dialog box

TOC
Index
Next Chapter
Previous Chapter
TOC
Index
Next Chapter
Previous Chapter

Document Settings	Program Settings
Percussion Map Designer dialog box	Playback and/or Click dialog box
Symbol Selection dialog box	HyperScribe Options dialog box
Note Shapes dialog box	Fixed Split Point dialog box
Tablature dialog box	Moving Split Point dialog box
Define Staff Styles dialog box	MIDI Input Filter dialog box
Apply Staff Styles dialog box	Transcription Filter dialog box
Group Attributes dialog box	Punch-in Pre-Roll dialog box
Respace Staves dialog box	Click Input dialog box
Staff Usage dialog box	Click Output dialog box
Staff Menu/Set Default Names/Full Staff Names	Expression Menu/Show All Handles
Staff Menu/Set Default Names/Abbreviated Staff Names	Expression Menu/Metatool Attachment
Staff Menu/Set Default Names/Full Group Names	Chord Menu/Input Method
Staff Menu/Set Default Names/Abbreviated Group Names	Chord Menu/Substitute Symbols
Position Full Staff Names dialog box	Chord Menu/Show All Handles
Position Abbreviated Staff Names dialog box	Chord Menu/Italicize Capo Chords
Position Full Group Names dialog box	Fretboards (View)
Position Abbreviated Group Names dialog box	Fretboard Editor dialog box
Key Signature dialog box	Note Mover Function
Non Standard Key Signature dialog box	Rebar Options dialog box
Key Step Map dialog box	Special Tools Menu/Show Handles
Accidental Order and Amount dialog box	Special Tools Menu/Update
Tone Center(s) dialog box	Special Tools Menu/Show Crosshairs
Accidental Octave Placement dialog box	Special Tools Menu/Tie Direction
Special Key Signature Attributes dialog box	
Symbol List dialog box	
Time Signature dialog box	
Composite Time Signature dialog box	
Measure Menu/Measure Numbers Show/Hide	
Measure Number dialog box	
Enclosure Designer dialog box	
Position Measure Number dialog box	
Measure Attributes dialog box	

TOC
Index
Next Chapter
Previous Chapter
TOC
Index
Next Chapter
Previous Chapter

Document Settings	Program Settings
Edit Frame dialog box	
Default Tuplet Visual Definition dialog box	
Smart Shape Menu/Direction	
Slur Contour dialog box	
Smart Shape Placement dialog box	
Smart Shape Options dialog box	
Articulation Selection dialog box	
Expression Selection dialog box	
Executable Shape Selection dialog box	
Shape Selection dialog box	
Rulers and Grid dialog box	
Repeat Selection dialog box	
Chord Menu/Chord Style	
Chord Menu/Left Align Chords	
Chord Menu/Show Guitar Fretboards	
Chord Menu/Simplify Spelling	
Chord Suffix Selection dialog box	
Resize Fretboards dialog box	
Fretboard Instrument Definition dialog box	
Fretboard Styles dialog box	
Fretboard Style Fonts and Shapes dialog box	
Fretboard Barre Shape Selection dialog box	
Fretboard Fingered String Shape Selection dialog box	
Fretboard Open String Shape Selection dialog box	
Fretboard Muted String Shape Selection dialog box	
Fretboard Custom Shape Selection dialog box	
Adjust Baselines dialog box	
Lyric Options dialog box	
Text Menu/Size	
Text Menu/Style	
Text Menu/Justification	
Text Menu/Word Wrap	

TOC
Index
Next Chapter
Previous Chapter

Document Settings	Program Settings
Text Menu/Attach to Measure/Page	
Text Menu/Show Only On Screen	
Font dialog box	
Size dialog box	
Baseline Shift dialog box	
Superscript dialog box	
Tracking dialog box	
Character Settings dialog box	
Page Offset dialog box	
Line Spacing dialog box	
Page Layout Menu/Avoid Margin Collision	
Page Layout Menu/Update Page Format for Score	
Edit System Margins dialog box	
Adjust Staff System Range dialog box	
Edit Page Margins dialog box	
Adjust Page Range dialog box	
Page Size dialog box	
Tilting Mirror dialog box	
Mirror Attributes dialog box	
Transposition dialog box	
Selective Mirror dialog box	
Beaming Chart dialog box	
Placeholder dialog box	
Set Placeholder dialog box	
Ossia Measure Designer dialog box	
Ossia Measure Assignment dialog box	
Ossia Page Assignment dialog box	
Tempo Adjustment dialog box	
Set Swing dialog box	
Duration dialog box	
Playback Settings dialog box	
Instrument List dialog box	

TOC
Index
Next Chapter
Previous Chapter
TOC
Index
Next Chapter
Previous Chapter