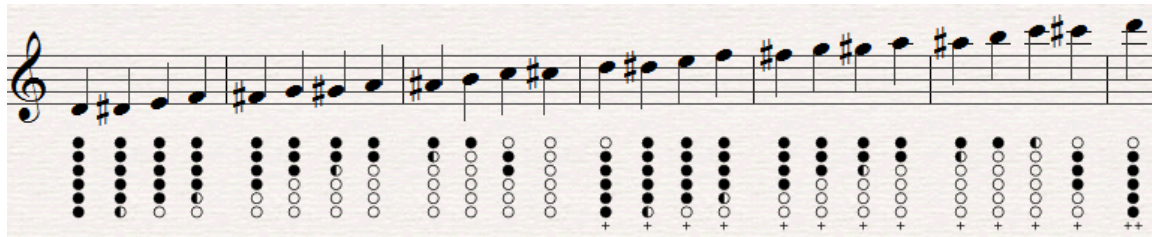


Adding fingering to notes with the Tin Whistle Fingering plugin in Sibelius

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The Tin Whistle Fingering plugin for Sibelius 5 and later adds fingering diagrams under each selected note. It was designed to use the special Tin Whistle Tab font, and when that is installed and the plugin is run on selected notes, the output might look like this:



The plugin will add a character from the fingering font to each selected note; it will only use the lowest note if you have a chord (this kind of fingering really only makes sense for monophonic instruments like whistles, flutes, or recorders).

The plugin can also be used with other fonts, and after a bit of initial setup, it is very easy to add fingering to notes.

The first steps are to determine that the font is appropriate for the plugin, to install the font and the plugin, and then set up the font map for the plugin.

An appropriate font uses a single font character to represent a fingering position. Fonts that create fingering by combining multiple font characters into a fingering diagram will not work in this plugin. Once you have the font, you should install it as appropriate for your operating system.

To install the Tin Whistle Fingering plugin in Sibelius 7 or later, use File > Plug-ins > Install Plugin, and find Tin Whistle Fingering in the category Text.

Prior to Sibelius 7, you need to find the download file at

<http://www.sibelius.com/download/plugins/index.html?plugin=325>

and install the plugin using the instructions available at

<http://www.sibelius.com/download/plugins/index.html?help=install>.

Even in Sibelius 7, if you want to use the Tin Whistle Tab font, you will need to go to <http://www.sibelius.com/download/plugins/index.html?plugin=325>, and download and unzip the zip file so you can find and install the font. There are 2 PDF files in the zip file as well, and these explain how the plugin is used.

Once the font and plugin are installed, there will be a one-time setup to map the font characters to specific pitches. Often you can get all the details you need for this from the person who provided the font.

When you run the plugin, you will see this dialog:

Tin Whistle Fingering

This plugin will label notes with fingerings from a correctly designed font. If a different font is used, use Map font to pitches to change the mapping of pitches to font characters.

You can adjust the whistle font size and the position of the characters below the staff. Settings are saved across Sibelius sessions. Run again to replace existing fingerings.

Font name:

Font size (in points):

Y offset of fingering (in spaces):

X offset of fingering (in spaces):

Label notes in voice:

☐ Mark only the first time a pitch is used

by Bob Zawalich Version 01.16.00

Your font provider will likely tell you the font name and appropriate font size and offsets. If you did not get that information, you may need to experiment by running the plugin on some selected notes and adjusting the values until the fingering characters are the desired size and position.

In the second dialog, which comes up when you click “Map font to pitches”, you assign characters in the font to specific pitches, using the character names as they would be used in a normal text font.

Map Font to Pitches

You will not likely need to change anything here if you are using the shipping Tin Whistle Tab font for a D whistle.

You can specify the lowest “written” pitch in the whistle, including an octave number. C4 is middle C.

For each of the rest of the edit boxes, place the character in the font that corresponds to the pitch in the label. If the font or instrument does not have all the pitches, leave those entries blank. (A whistle has a 2-octave range, and will only have values in the first 25 slots).

Enter the lowest pitch for the instrument, where middle C is C4

Lowest written pitch in instrument (pitch name and octave, such as D4)

| Pitch | Character in font |
|--------|-------------------|
| D4 | d |
| D#/Eb4 | i |
| E4 | e |
| F4 | j |
| F#/Gb4 | f |
| G4 | g |
| G#/Ab4 | h |
| A4 | a |
| A#/Bb4 | n |
| B4 | b |
| C5 | m |
| C#/Db5 | c |

| | | | | | | | |
|--------|---|--------|---|--------|--|----|--|
| D5 | D | D6 | i | D7 | | D8 | |
| D#/Eb5 | I | D#/Eb6 | | D#/Eb7 | | | |
| E5 | E | | | | | | |
| F5 | J | | | | | | |
| F#/Gb5 | F | | | | | | |
| G5 | G | G6 | | G7 | | | |
| G#/Ab5 | H | G#/Ab6 | | G#/Ab7 | | | |
| A5 | A | A6 | | A7 | | | |
| A#/Bb5 | N | A#/Bb6 | | A#/Bb7 | | | |
| B5 | B | B6 | | B7 | | | |
| C6 | M | C7 | | C8 | | | |
| C#/Db6 | C | C#/Db7 | | C#/Db8 | | | |

The font provider should provide either a screen shot of this dialog or a map showing which character should appear with a pitch. Enter the font characters in the edit boxes

You can enter fingerings for up to 4 octaves of notes. When you have entered all the values, click OK to return to the previous dialog, and then OK that dialog as well.

From now on, the plugin will remember the settings you have made, so you can select some notes, run the plugin, and it will add fingering characters to the selected notes.