

Updating to Sibelius 3.1.1

For Sibelius 3.0 or Sibelius 3.1 users only

This document details the improvements made to Sibelius 3 since its initial release, and information about updating an existing Sibelius 3.0 or Sibelius 3.1 installation to Sibelius 3.1.1.

If you have Sibelius 3.1.1 already, please ignore this document and refer to the **Latest information and technical help** sheet in your Sibelius box for the latest important information.

Updating to Sibelius 3.1.1 for Windows

- Exit any programs which are running, including Sibelius (choose **File ▶ Exit**).
 - If you are installing the update from the Sibelius 3.1.1 CD-ROM, click **Browse this CD** in the menu, then go into the **Update Sibelius 3.x to Sibelius 3.1.1** folder and double-click the **SibeliusUpdater** icon.
 - If you downloaded the update from the web site, locate the downloaded file and double-click the **SibeliusUpdater** icon.
- You will be welcomed to the updater, which will recommend that you quit any running programs – you should already have done this, so click **Next**.
- You are given the opportunity to read the updated Sibelius license agreement. This updated license agreement supercedes any previous license agreements to which you have agreed (e.g. the one printed in the back of your Sibelius User Guide). Click **Next** to agree to the license agreement.
- The updater will tell you that it will “update your previous copy of Sibelius in...”, and will show you the path to the existing installation of Sibelius on your hard disk. Click **Next**.
- The updater will tell you that it will make backups of all your existing Arrange styles, example scores, manuscript papers, plug-ins, feature sets, and sound sets, in case you have modified any of them since installing Sibelius 3.0 or 3.1. Click **Next**.
- A progress bar appears and the update will install.
- You’re informed that Sibelius has created a **UpdateBackup** folder for the items it backed up. Click **OK**.
- You’re told that your copy of Sibelius has been successfully updated. Click **Finish**.
 - The updater may instruct you to restart your computer, in which case click **OK**. When your computer has restarted, choose **Start ▶ Programs ▶ Sibelius Software ▶ Sibelius 3** to run Sibelius again.
 - If the updater does not prompt you to restart your computer, it will ask whether you want to run your copy of Sibelius 3.1.1 now; click **Yes**.
- To check that Sibelius 3.1.1 has been installed correctly, run Sibelius.
- *Users updating from Sibelius 3.0:* If you had Kontakt Player Silver installed but have not yet updated it, you will be told that the installed version of Kontakt Player is incompatible with this version of Sibelius – but don’t worry, you can update it in a minute, so click **OK**. (Users updating from Sibelius 3.1 do not need to update Kontakt Player Silver.)
- Once Sibelius has loaded, choose **Help ▶ About Sibelius**; the version number will be *version 3.1.1 build 8*. Congratulations! Sibelius has been updated successfully.
- You do not need to re-register Sibelius.
- If, while using Sibelius 3.0 or 3.1, you made modifications to any of the items that were backed up during the update procedure, you should now restore them by copying the files from the **UpdateBackup** folder inside your **Sibelius 3** program folder back to the appropriate places.
- If you have a Sibelius 3.1.1 CD-ROM, you should now discard your old Sibelius 3.0 or 3.1 CD-ROM, but ensure you keep the CD case with your serial number on it.

Updating Kontakt Player Silver for Windows

You should update Kontakt Player Silver *after* updating to Sibelius 3.1.1 (see above). If you are updating from Sibelius 3.1, you do not need to update Kontakt Player Silver.

- Exit any programs which are running, including Sibelius (choose **File ▶ Exit**).
 - If you are installing the update from the Sibelius 3.1.1 CD-ROM, click **Browse this CD** in the menu, then go into the **Update Kontakt Player Silver** folder and double-click the **UpdateKontakt** icon.
 - If you downloaded the update from the web site, locate the downloaded file and double-click the **UpdateKontakt** icon.
- The updater will tell you to quit all running programs, which you should already have done. Click **Next**.
- You are given the opportunity to read the license agreement. Read it, then click **I Accept**.

- You will be shown where the updated Kontakt Player Silver will be installed. You shouldn't need to change this location, but if you don't think it has chosen the correct location, click **Browse** and check. Then click **Next**.
- You will be shown where the library of sounds will be installed; because you already have Kontakt Player Silver installed, you can ignore this step. Click **Next** again.
- You're asked whether you want to make backups of the files to be replaced during the update. You don't need to create backups, but the choice is yours. Click **Next** when you've decided.
- You're given the opportunity to choose the name and location of the program group in the Start menu. Just click **Next**.
- A progress bar appears as the update is installed.
- You will be told that Kontakt Player Silver has been successfully installed. Click **Finish**.
- Now run Sibelius 3 again. You will be told that your MIDI devices have changed. Click **OK**.
- The **Devices** dialog will appear, and **Kontakt Player** will appear as the first device in the **Playback Devices** list. Click the **Test** button, and you will hear a clarinet scale. Make your choices in the dialog, then click **OK**.
- Finally, choose **Help** ▶ **About Sibelius**, and check that the words *Kontakt 6.3* are present after the Sibelius version number.

Updating to Sibelius 3.1.1 on Mac

- Quit Sibelius, if it is running (choose **Sibelius** ▶ **Quit Sibelius** on Mac OS X, or **File** ▶ **Quit** on Mac OS 9).
 - If you are installing the update from the Sibelius 3.1.1 CD-ROM, go into the **Update Sibelius 3.x to 3.1.1** folder and double-click the **Sibelius 3.1.1 Updater** icon.
 - If you downloaded the update from the web site, locate the downloaded file and double-click the **Sibelius 3.1.1 Updater** icon.
- You are given the opportunity to read the updated Sibelius license agreement. This updated license agreement supercedes any previous license agreements to which you have agreed (e.g. the one printed in the back of your Sibelius User Guide). Click **Accept** to agree to the license agreement.
- If you have multiple copies of Sibelius installed on your computer, you should click the **Select Folder** button to ensure you are updating the correct copy. Otherwise, just click **Update**. If any applications are running, you will be prompted to quit them; click **Continue** to quit all running applications and proceed.
- A progress bar appears as Sibelius is updated. Be patient – this can take a few minutes.
- You are told that installation was successful. Click **Quit**.
- Restart Sibelius. Choose **Help** ▶ **About Sibelius** (in the **Sibelius** menu on Mac OS X); the version number will be *version 3.1.1 build 8*. Congratulations! Sibelius has been updated successfully.
- If you have a Sibelius 3.1.1 CD-ROM, you should now discard your old Sibelius 3.0 or 3.1 CD-ROM, but ensure you keep the CD case with your serial number on it.

Installing Kontakt Player Silver for Mac

You should install Kontakt Player Silver *after* updating to Sibelius 3.1.1 (see above). If you are updating from Sibelius 3.1, you do not need to update or reinstall Kontakt Player Silver after updating to Sibelius 3.1.1.

- Quit Sibelius, if it is running (choose **Sibelius** ▶ **Quit Sibelius** on Mac OS X, or **File** ▶ **Quit** on Mac OS 9).
 - If you are installing Kontakt Player Silver from the Sibelius 3.1 CD-ROM, double-click the **Install Kontakt Silver** icon.
 - If you downloaded Kontakt Player Silver from the web site, locate the downloaded file and double-click the **Install Kontakt Silver** icon.
- You are given the opportunity to read the license agreement. Read it, and click **Accept**.
- You are told where Kontakt Player Silver will be installed; change the location if you like, then click **Install**.
- A progress bar appears as the files are installed.
- If you downloaded Kontakt Player Silver from the web site, you will be prompted to insert your Sibelius 3.0 CD-ROM during installation (to copy the sound library from the CD to your hard disk).
- You will be told that installation was successful. Click **Quit**.
- Restart Sibelius 3. After the splash screen appears, the Kontakt Player Audio Setup dialog will appear (refer to **Kontakt Player** in your Sibelius 3 User Guide or “Upgrading to Sibelius 3” booklet for details). Make any changes, and click **OK**.
- You will be told that your MIDI devices have changed. Click **OK**.
- The **Devices** dialog will appear, and **Kontakt Player** will appear as the first device in the **Playback Devices** list. Click the **Test** button, and you will hear a clarinet scale. Make your choices in the dialog, then click **OK**.

- Finally, choose **Help ▶ About Sibelius** (in the **Sibelius** menu on Mac OS X), and check that the words *Kontakt 6.3* are present after the Sibelius version number.

Reinstalling Sibelius 3.1.1

Occasionally you may want to reinstall Sibelius in the location where it is already. If you have a Sibelius 3.1.1 CD-ROM, just install Sibelius again and it will overwrite your existing Sibelius 3.1.1. There's no need to install from an earlier CD-ROM and then update to Sibelius 3.1.1; you can install or reinstall directly from your Sibelius 3.1.1 CD-ROM.

But if you only have a Sibelius 3.0 CD-ROM, you cannot reinstall it over the top of Sibelius 3.1.1. Instead, you should:

On Windows:

- First, uninstall Sibelius 3.1.1. Go to **Add/Remove Programs** in **Control Panel**, choose **Sibelius 3** (note that Sibelius 3.1 is still listed as Sibelius 3 in this dialog), and click **Remove**.
- Do not delete the **Sibelius 3** folder that remains, otherwise you will lose your registration (saving function).
- Install Sibelius 3.0 from your original CD-ROM. Ensure that you install it to the same location as you originally did to ensure that your existing registration is used.
- Then follow the procedure in **Updating to Sibelius 3.1.1 for Windows** above.

On Mac:

- First, uninstall Sibelius 3.1.1. Trash the **Sibelius 3** folder inside your **Applications** folder (being sure to take backups of any important files, such as customized manuscript papers, feature sets, plug-ins, etc.), then empty the Trash.
- Install Sibelius 3.0 from your original CD-ROM.
- Follow the procedure in **Updating to Sibelius 3.1.1 on Mac** above.
- You will need to re-register Sibelius 3.1.1 after reinstalling; choose **Help ▶ Register Sibelius** and re-register over the Internet.

File compatibility

Sibelius 3.1.1 files are identical in format to Sibelius 3.0 and 3.1 files. As such, Sibelius 3.0 and 3.1 can open files saved from Sibelius 3.1 and vice versa, but no earlier version of Sibelius (e.g. Sibelius 2.11) can open files saved from Sibelius 3.0, Sibelius 3.1 or Sibelius 3.1.1 (unless you use the special Save as Sibelius 2 feature in Sibelius 3).

New features in Sibelius 3.1.1

These are the new features added since Sibelius 3.0. New features added in Sibelius 3.1.1 are denoted by an asterisk (*).

Bars and bar rests

- When adding bars to the end of the score with **Create ▶ Bar ▶ At End** (shortcut **Ctrl+B** or **⌘B**) Sibelius no longer moves the screen to the end of the score.

Files

- Sibelius now conforms to standard Windows and Mac conventions for the behavior of the **File ▶ Save** dialog: the first time you save a new score in a session, the save location is set to the default specified in Sibelius's **File ▶ Preferences ▶ General** dialog; when you subsequently save in that session, the save location is set to the last folder chosen by the user.

Flexi-time

- Users of Windows computers with dual processors or single hyper-threading (HT) processors may encounter problems when using Flexi-time input, with the notation becoming increasingly inaccurate after recording for several bars. A new option **Enable MIDI time stamps (for dual processor machines only)** has been added to the **Flexi-time** page of the **Notes ▶ Flexi-time Options** dialog, which you should switch on if you encounter this problem. (This option does not appear on Mac, and is disabled on Windows if your computer only has a single or non-HT processor.)

House styles

- **House Style ▶ Import House Style** and **House Style ▶ Export House Style** now default to the **House Styles** folder inside the **Sibelius 3** program folder the first time you use them during a session, and remember any other folder you subsequently choose for the duration of the session.

Instruments

- Several new instruments added which are scored in bass clef but are written in treble clef after part extraction (e.g. tenor, baritone and bass saxophones, trombone, euphonium and baritone horn), plus “Sopranino saxophone in Bb [Soprillo]”, and “Cornet in A.”
- The comfortable and professional ranges of the saxophone instruments have been revised; the professional ranges now only include palm keys and not harmonics.
- New option on the **Instruments** page of the **House Style ▶ Engraving Rules** dialog: **Gap between instrument names and initial barline *n* spaces**, which controls the distance between the instrument names and the initial barline of a system when the staff margins have been reset to fit the width of the longest instrument name. If changed, this option will reset all the staff margins (including the **No names** staff margin).

Kontakt Player

- The volume of the Kontakt Player Silver sounds has been boosted.
- It is now possible to change the sound on a staff when playing back via Kontakt Player using the standard **~P*n*** MIDI message syntax, provided Kontakt Player has an empty slot into which it can load the required sound.
- New **Use Kontakt Player (if installed)** option in **Play ▶ Playback Options**, switched on by default. If you wish to stop Sibelius from loading Kontakt Player temporarily (e.g. because it adds a little to the processor and memory overhead of running Sibelius) but do not wish to uninstall it, switch off this option, then restart Sibelius. To use Kontakt Player again, switch this option back on, then restart Sibelius.
- Changing the Reverb control in the Kontakt Player window now maps onto the **Distance** parameter for the selected staff in Sibelius's Mixer window. As a result, changing the **Reverb** setting in the **Play ▶ Performance** dialog is now also used when playing back via the Kontakt Player.
- If **Use Kontakt reverb** is switched off in **Play ▶ Playback Options**, any changes made to the Reverb controls in the Kontakt Player during playback are reset to zero when playback is next started.
- Values lower than 44100 have been removed from the **Sample Rate** menu in the **Audio Setup** dialog (accessible from **Window ▶ Kontakt Player**) to prevent playback problems.
- If Kontakt Player is installed somewhere other than the recommended default, Sibelius is now able to detect it correctly.

Look and feel

- Scroll wheel navigation is now supported on Mac OS X as well as Windows.

- New **Scrolling** options in the **Notes ▶ Note Input Options** dialog; the **Minimize scrolling when editing** checkbox has been removed and assimilated into a new set of three options:
 - **Move less often** is the default (i.e. during input Sibelius will try to move the score as infrequently as possible, so it will keep as much as possible of the width of the current page in view)
 - **Move less far** is the old Sibelius 2 behavior (i.e. when you're inputting and you get towards the right-hand side of the screen, Sibelius will shuffle the score the minimum distance required to bring the new input position into view)
 - **Keep selection centered** is the equivalent of switching off the old **Minimize scrolling when editing** option (i.e. as you input notes or use the ←/→ keys or **Tab** to move between them, the selected object will remain more or less in the middle of the screen)
- Other improvements to the way Sibelius positions the screen during input, editing and playback, including:
 - When extending or retracting a line (such as a hairpin or a slur) with **space** or **Shift-space**, the screen now scrolls to keep the end of the line in view.
 - When using **R** to repeat a selection, the screen now scrolls to keep the repeated selection in view.
 - Sibelius now tries to move the score vertically less often during playback. For example, if **Fit system width** is chosen as the zoom level during playback, Sibelius will not move the screen vertically if the next system is completely in view. Similarly, if Sibelius has to scroll to show the bottom system only of a page, it will only scroll as far as necessary to fit the final system on the screen (i.e. it will no longer scroll the bottom system to the very top of the screen, leaving a large area of desktop visible below the page).
 - When editing or adding a note to a bar that causes the score to reformat and the bar to end up on a different system or page, Sibelius now correctly keeps this bar in view.
 - When the zoom level is **Fit 2 Pages** or another zoom level where two whole pages fit across the screen's width, Sibelius now plays both pages before "turning" the page.

ManuScript language

- Sibelius 3.1.1 includes an updated version of **ManuScript Language.pdf** (in the **Extras** folder), including PDF bookmarks, corrections of a few minor errors, and documentation of a few new functions.

Manuscript papers

- The **Brass band** manuscript paper has been revised.
- The **Big band** manuscript paper has been revised.
- * The **Wind band** manuscript paper has been revised.

Note input

- When the user stops inputting notes and hits **Esc** to make the caret disappear, the Keypad now resets itself to the first layout.
- Enharmonic spelling during step-time input has been improved:
 - Sibelius will no longer spell notes as double-flats or double-sharps unless the user has specifically spelled a previous occurrence of a note of that pitch in that bar as a double-flat or double-sharp.
 - Sibelius now examines every note as it is input (including every note of each chord) and decides how it should be spelled to minimize the total number of accidentals, *unless* a note of the same pitch been respelled earlier in the bar, but another spelling gives the same total number of accidentals, in which case the user's chosen respelling is used instead. The only caveat with this approach is that if the user changes the spelling of a note and then changes it back again on a subsequent note in the same bar, Sibelius will continue to use the initial respelling by default.
- Grace notes are now correctly input in the appropriate octave, by choosing the octave nearest the last-input grace note (rather than the octave of the last "normal" note).

Opening Finale, Allegro and PrintMusic files

- Sibelius tries to detect the language of text in imported Finale files by checking the codepage used for encoding the text in the file. Text may not be imported correctly or may not display at all if your operating system does not support that language. If the file contains text of an unknown language, you can choose the **Default language** of the file you are opening. **Use default language for all text** forces Sibelius to treat all text (except that which uses music fonts, such as Petrucci) in the Finale file as if it were in the selected **Default language**; this should normally be switched off.

Opening MIDI files

- The **Open MIDI File** dialog that appears when you open a MIDI file in Sibelius now allows you to choose the paper size, orientation and house style of the Sibelius file that is subsequently created.

- Improvements to the appearance of percussion notation in imported MIDI files:
 - Sibelius now automatically splits the notes in drum staves between voices, with notes positioned on the D5 line or above going into voice 1, and notes on the C5 space or below going into voice 2.
 - New **Remove rests between notes on drum staves** option on the **Notation** page of the **Open MIDI File** dialog, switched on by default, which significantly improves the appearance of drum staves in imported MIDI files by “joining up” shorter notes to remove superfluous rests.

Playback

- In order to alleviate the appearance of the **Playback Problems** dialog on Mac OS X when playing through the **DLS Music Device**, Sibelius now automatically sets the default **Quality** settings (accessible from the **Play ▶ Devices** dialog) appropriately for the specifications of the machine it is running on:
 - If the processor is a G3 running at 333Mhz or slower, the sample rate is reduced to 22050Hz.
 - If the processor is a G4 running at 450Mhz or slower, or if the processor is a G3 running at 600Mhz or slower, reverb is switched off but the sample rate is left at 44100Hz.

To allow Sibelius to detect the appropriate settings for your computer, you should trash your **Sibelius 3 Preferences** folder (inside the **~/Library/Preferences** folder) and run the program again.

Plug-ins

- New **Color Pitches** plug-in:

This plug-in colors notes according to their pitch, a convention occasionally used in educational music. To use this plug-in, choose the passage in which you want to change the color of notes (or leave nothing selected if you want the operation to apply to the whole score), and choose **Plug-ins ▶ Notes and Rests ▶ Color Pitches**. A simple dialog appears, in which you can choose a color for each of the twelve pitches of the chromatic scale. When you have made your choices, click **OK** and the colors are applied to the notes in the selection.

Note that this plug-in is designed for coloring single notes, not chords; any chords in the selection will be colored according to the pitch of the highest note in the chord.

Plug-in written by Andrew Davis.

- New **Boomwhacker Note Colors** plug-in:

This plug-in colors notes according to the color scheme of Boomwhacker® tuned percussion tubes (visit the Whacky Music web site www.whackymusic.com for details). To use the plug-in, choose **Plug-ins ▶ Notes and Rests ▶ Boomwhacker Note Colors**. Sibelius will change the color of all the notes in the score and remind you that if you want to print your score in color, you should switch on **Print View menu options** in the **File ▶ Print** dialog.

The plug-in works by changing the colors used by the **View ▶ Note Colors ▶ Pitch Spectrum** feature and switching it on, so it does not actually change the score itself. This means that the first time you want to print a score using the Boomwhacker note colors after running Sibelius, you will need to run the plug-in; you don't then need to run the plug-in again during that session of using Sibelius. Because the plug-in switches on the **View ▶ Note Colors ▶ Pitch Spectrum** option, you'll find that every score you work on uses the Boomwhacker note colors – if you don't want this, choose one of the other options from the **View ▶ Note Colors** submenu, or run the plug-in again, which resets the Pitch Spectrum colors back to their defaults.

Plug-in written by Andrew Davis.

- New **Harmonics Playback** plug-in:

This plug-in enables playback of harmonics, e.g. on string staves, using Sibelius's Live Playback and MIDI messages features. To use the plug-in, select the passage in which you want the harmonics to be played back, and choose **Plug-ins ▶ Playback ▶ Harmonics Playback**. A simple dialog appears, in which you can choose what kind of harmonics you want the plug-in to process; generally you can just accept the defaults and click **OK**. You will be warned to save your score, and then the plug-in will process the selected passage.

Make sure **Play ▶ Live Playback** is switched on when you play back your score to hear the harmonics. Beware that if you transpose the music or otherwise change the pitches of the notes with harmonics after running this plug-in, you should delete the MIDI message text above the notes and run the plug-in again to ensure correct playback.

Plug-in written by Michael Eastwood.

- New **Remove Overlapping Notes** plug-in:

This plug-in removes overlapping notes in a staff, and is intended for cleaning up music that was inputted via Flexi-time (especially from a MIDI guitar) or by importing a MIDI file. It works by cutting off notes that are already sounding when the next note starts to sound, and it also checks for and removes “dangling” ties (i.e. ties that do not tie to a following note).

To use the plug-in, select the staff or staves on which you want the plug-in to be operated (or leave nothing selected to apply the plug-in to the whole score), then choose **Plug-ins ▶ Notes and Rests ▶ Remove Overlapping Notes**. You will be warned to save your score, and when you click **OK**, the plug-in will process the selected passage or the whole score. When the plug-in has finished, you will be told how many overlapping notes were removed.

Plug-in written by Bob Zawalich.

- Improvements to **Print Multiple Copies**, courtesy of Gunnar Hellquist:
 - New **Add All** button allows you to add all of the scores in the chosen folder to the **Print queue** list, with the chosen number of copies.
 - New **Read Copies** button opens each file in the folder and looks for the text `~copies=n` attached to any of the first five bars in the first five staves, where *n* is the number of copies that should be printed, and adds them to the **Print queue** list with the appropriate number of copies set. If a file contains more than one text object of the form `~copies=n` it is assumed to be a score before part extraction and so is not added.
 - The plug-in now correctly recognizes Sibelius scores without the `.sib` file extension (e.g. on Mac OS 9).
- * Improvements to **Make Layout Uniform**, courtesy of Bob Zawalich:
 - Clearer user interface for setting breaks on pages
 - Ability to unlock formatting
 - Much improved handling of multirests in extracted parts.
- **Add Schenkerian Scale Degrees** now correctly works in minor keys as well as major ones. *Fixed by John Kennedy.*
- **Invert** now produces correct diatonic inversions. *Fixed by Gunnar Hellquist.*
- **Realize Chord Symbols** is now called **Realize Chord Symbols and Diagrams**.
- **Find and Replace Text** no longer crashes on Windows 98/Me.
- **Realize Figured Bass** now runs without any problems on Mac OS 9.
- * **Save Folder of Scores as Web Pages** now works correctly with Netscape 7.1 (as well as other major browsers) on Mac OS X.
- Clicking the **Stop Plug-in** button while a plug-in is running on Mac OS X no longer causes Sibelius to crash.

Preferences

- If any message boxes are hidden by the user by switching on **Don't say this again**, these messages can all be reset to be shown again as appropriate by clicking the **Show All Messages** button in the **File ▶ Preferences ▶ General** dialog (in the **Sibelius** menu on Mac OS X).

Registering Sibelius

- New **Help ▶ Unregister Sibelius** dialog. This option has been added to allow users to move either of their two registered copies from one machine to another without having to contact Sibelius technical support.

Simply choose **Help ▶ Unregister Sibelius** on the computer you want to move *from*; that copy will be unregistered and will no longer be able to save. You can then install Sibelius on another computer and use **Help ▶ Register Sibelius** to register Sibelius over the Internet in the normal way.

This method requires that both computers (the one on which you are unregistering Sibelius, and the one on which you are subsequently registering Sibelius) be connected to the Internet. If either or both of the computers are unable to connect to the Internet, you should contact Sibelius technical help for assistance in moving a registered copy of Sibelius from one computer to another.

Repeats

- 1st and 2nd ending lines in codas are now correctly played back. Note that you must insert a start repeat barline at the beginning of the coda (which you can hide if you wish) to make it explicit that an end repeat barline in the Coda should repeat to the beginning of the coda.
- In newly-created scores, it is now possible to type Coda and *Fine* instructions in your score in a variety of ways (e.g. "Coda", "CODA" and "coda" are all equivalent). "D.S." and "D.C." must always be typed in upper case to be correctly detected.
- "jump to" text attached to the beginning of the first bar now plays back correctly.

Scanning

- A new version of PhotoScore Lite (v3.1) is available (on the Sibelius 3.1.1 CD-ROM, or for download from www.sibelius.com/helpcenter/upgrades.html). If you have PhotoScore Professional 3.0, a free update to PhotoScore Professional 3.1.1 is available for download from www.neuratron.com.

- The **Open PhotoScore File** dialog that appears when you open an **.opt** file in Sibelius now allows you to choose the paper size, orientation and house style of the Sibelius file that is subsequently created.

Tuplets and other tuplets

- The default placement for tuplets with brackets is now set to the stem end (rather than the previous default of always going above) in newly-created scores. To change placement of tuplets in existing scores, set **With bracket** to **Stem end** on the **Tuplets** page of **House Style** ▶ **Engraving Rules**.

Other improvements

Detailed below are some of the issues and problems reported by users in Sibelius 3.0 and previous versions that have been fixed in Sibelius 3.1.1. Improvements since Sibelius 3.1 are marked with an asterisk (*). There are dozens of other fixes and improvements not listed here:

- For more details of fixes between Sibelius 3.0 and Sibelius 3.1, see www.sibelius.com/helpcenter/en/a382
- For more details of fixes between Sibelius 3.1 and Sibelius 3.1.1, see www.sibelius.com/helpcenter/en/a385.

Arrange

- A number of Arrange styles had descriptions longer than 255 characters, causing them to appear truncated on the Mac. These have now been shortened so that they appear correctly.

Barlines

- Adding a special barline to a selected barline that is not in view no longer causes Sibelius to crash.

Beams

- Sibelius now always remembers the beam groups chosen for each different time signature within the same session (it is no longer necessary to click the **Beam and Rest Groups** button in the **Time Signature** dialog to confirm the previously-chosen beam groups).

Default positions

- Problems with the **Lyric-style input** checkboxes in the **House Style ▶ Default Positions** dialog have been resolved (Mac only).

Edit Sound Sets

- Sibelius no longer erroneously adds 1 to program numbers entered on the **Sounds** tab of the **Play ▶ Edit Sound Sets** dialog, leading to incorrect sounds when using the sound set.

Edit Staff Types

- Replaced the **Choose** button on the **Percussion** page of the **Edit Staff Type** dialog with a drop-down menu listing all the note-heads.

Files

- Page margins of manuscript papers are no longer reset when creating new scores from the **File ▶ New** dialog.

Flexi-time

- Flexi-time quantization has been significantly improved.
- When recording with Flexi-time in scores that begin with a pick-up (upbeat) bar, Sibelius now provides a click count-in of the number of bars specified in **Notes ▶ Flexi-time Options** (by default, one full bar) plus a further whole bar in which recording begins on the appropriate beat to match the pick-up bar.
- Inputting into percussion staves using the pitches defined in the staff type (an option in the **Notes ▶ Note Input Options** dialog) no longer suffers from significant latency.

Guitar notation

- Adding a tab staff type change to an existing notation staff now results in the tab being fingered correctly on appropriate strings, rather than notated below the bottom string.
- Transposing part of a bar of guitar tab now only transposes the selected passage, and no longer erroneously transposes the non-selected notes in the bar too.

Installing Sibelius

- On multi-user Windows 2000/XP systems, it is now possible for non-administrator users to use Kontakt Player after it was installed by the Administrator user.

Instruments

- Various cosmetic and accessibility improvements to the **Layout ▶ Instruments and Staves** dialog.
- Adding further instruments to a score with existing instruments now places the instrument at its correct position relative to the existing instruments' position in the **All instruments** ensemble.
- * The range of double bass instruments has been corrected.

- * Various problems with the transposition of low clarinets and saxophones have been corrected.

House styles

- * Sibelius no longer crashes when attempting to load a house style file that does not have a .lib file extension (Mac OS X only).

Key signatures

- Using the arrow keys to navigate the **Create ▶ Key Signature** dialog now always results in the correct key signature being created.

Layout and formatting

- When copying and pasting passages in a score, the staff margins (in **Layout ▶ Document Setup**) are no longer recalculated unnecessarily. The staff margins will change only if the music being pasted comes from another score in which the Instrument names text style uses a different font or point size.

Live Playback

- When **View ▶ Live Playback Velocities** is switched on, you can change the vertical position of the Live Playback velocity columns relative to the staff by holding down **Ctrl** or **⌘** and dragging one of the columns with the mouse. The columns can be dragged up to 20 spaces above or below the staff.
- **View ▶ Live Playback Velocities** no longer displays velocity bars over hidden notes when **View ▶ Hidden Objects** is switched off.

Look and feel

- The Sibelius toolbar no longer stops responding or disappears (e.g. when performing processor intensive operations such as opening MIDI files, printing, or switching between applications while Sibelius is “busy”) (Windows only).

Lyrics

- Lyric hyphens no longer appear and disappear as you zoom the score in and out.

Menus and shortcuts

- * Keyboard shortcut problems when using non-English keyboard layouts on Mac OS X have been resolved.
- Closing scores with the **⌘W** shortcut no longer causes Sibelius to crash (Mac OS X only).

Mixer

- When adding further instruments after initially creating a score, Sibelius now correctly assigns sequential MIDI channels to new staves in the Mixer, starting with the next unused channel. When all 16 channels are in use, Sibelius loops around and starts assigning instruments from channel 1 again.

Note input

- Under certain circumstances, Sibelius would not always choose the note in the nearest octave to the preceding note in alphabetic input; this no longer occurs.
- Hitting **Tab** with nothing selected now correctly selects the first bar rest in the first bar of the page.
- Switching on the **Live velocity** option on the **Playback** panel of **Properties** while the note input caret is visible no longer causes Sibelius to crash.

Note spacing

- When increasing the spacing of a passage including grace notes, the position of grace notes relative to the main note remains unchanged.
- The default space after a grace note and before a “normal” note is now set to 0.5 spaces in newly-created scores. To change the default in existing scores, change the **Extra space after last grace note** parameter in **House Style ▶ Note Spacing Rule**.
- Changes to values in the **House Style ▶ Note Spacing Rule** dialog are now undoable.

Opening MIDI files

- If Sibelius is the default application for opening MIDI files, the program now launches correctly and displays the **Open MIDI File** dialog when the user double-clicks on a MIDI file to launch Sibelius (Windows only).
- Importing certain MIDI files could cause Sibelius 3 to appear to hang or eventually crash; this problem has now been resolved.
- Under some circumstances, Sibelius could crash when importing very large MIDI files; this problem is now fixed.

Optimization

- Problems on Windows 98/Me with Sibelius taking a very long time to start up, or even to freeze and never fully load, have been solved.
- In Sibelius 3.0, screen redraw and editing operations became increasingly slow towards the end of long scores. This problem has now been fixed; performance in long scores is now comparable with Sibelius 2.1.1.
- Editing operations on long passages are no longer substantially slower in Sibelius 3 than they were in Sibelius 2 (e.g. selecting a number of bars and hitting ↑/↓ to change their pitches). The reduction in speed was due to the new Optical spacing algorithm in Sibelius 3, which recalculates the spacing of notes when their pitch changes, in order to ensure that things like leger lines and accidentals don't collide (in Sibelius 2, spacing was never recalculated when notes were repitched). The Optical spacing algorithm has been optimized, and this kind of operation is now between 5 and 10 times faster in Sibelius 3.1.1 than Sibelius 3.0.
- Problems with intermittent crashes caused by using the **Enable copying with the mouse** option in the **File ▶ Preferences ▶ General** dialog have been fixed.
- When minimized to the dock or otherwise put into the background, Sibelius now unloads the DLS Music Device, reducing the overall CPU usage when the program is not in the foreground (Mac OS X only).
- **Plug-in Trace Window** no longer overloads the CPU (Windows only).
- Sibelius 3 now correctly runs if no soundcard is installed on the computer.

Playback

- Two-note tremolos now play back with the correct number of notes (previously they often played back with one note too many, causing one note to hang over into the next bar).
- Playback of trilled tied notes no longer “jolts” at barlines.
- Changes to percussion staff types are now immediately reflected in playback (e.g. changing the number of staff lines, or changing the sound used by a particular notehead at a particular position on the staff).
- * The note played by Sibelius when selecting a note in the score or inputting a new note (i.e. the **Play notes as you edit** option in **Play ▶ Playback Options**) is now always the correct length (Windows only).

Printing

- The **Substitute Braces** option in the **File ▶ Print** dialog now works as before (Windows only).

Properties

- When restarting Sibelius, it now remembers the open/closed state of the panels of the Properties window.

Registering Sibelius

- Extended characters (such as accented or non-European characters) now display correctly in the registration details on the Sibelius splash screen and in **Help ▶ About Sibelius** (in the **Sibelius** menu on Mac OS X).

Saving audio tracks

- **File ▶ Save As Audio Track** now works on Mac, provided Kontakt Player Silver is installed.
- If Sibelius is going to overwrite an existing **.wav/.aiff** file, it now warns the user and gives them the option to cancel.
- Sibelius no longer crashes on some computers at the conclusion of saving an audio track.

Saving graphics files

- TIFF files saved using the options for Macromedia Freehand and Macromedia Fireworks in the **File ▶ Save as Graphics** dialog now use PackBits compression, which allows them to be opened in these applications.
- Saving a PICT file no longer causes Sibelius to crash (Mac OS X only).

Saving MIDI files

- Exporting a MIDI file with **Immediate program changes** (in **Play ▶ Playback Options**) switched on no longer causes tracks in which there are program changes to appear either much too early or much too late in the exported MIDI file.

Scanning

- If PhotoScore is already running and the user chooses **File ▶ Scan** or clicks the scanner button on Sibelius's toolbar, Sibelius now brings the running instance of PhotoScore to the foreground rather than running a new copy.

Selections and passages

- The message “There is something in view that is not in view...” no longer appears erroneously when **View ▶ Hidden Objects** is switched off.
- There is no longer a delay when deleting a selected object on Mac OS X.
- * Copying system passages containing changes of time signature no longer causes the bar before a time signature change to be pasted the wrong length.

Text

- Changing the text style of an object that contains characters in different fonts no longer changes all of the characters in the text object to the font of the first character.
- * Creating time signatures using text (e.g. **Create ▶ Text ▶ Other staff text ▶ Time signatures (one staff only)**) now works correctly on Mac OS X.

Timecode

- If **House Style ▶ Timecode** is set to display **Above every bar**, and an ambiguous repeat structure in the score means that some bars will never be played, Sibelius will no longer crash.

View menu

- Zoom levels of **Fit page** and **Fit 2 pages** no longer display the score much smaller than the available window size.
- The **Dialogs**, **brushed steel** and **Brushed steel** textures have been removed.

Voices

- Changing voices of a passage selection using the buttons at the bottom of the Keypad now correctly lets you change the passage back to voice 1.

Window menu

- When running Sibelius on multiple monitor systems, the floating windows (Properties, Mixer, Keypad, Navigator, Kontakt Player) now retain their position between sessions if placed on the secondary display.
- It is no longer possible to drag the floating windows (Navigator, Keypad, Properties, Mixer) completely off the screen, such that it's impossible to get them back.
- * Double-clicking the title bars of the floating windows (Navigator, Keypad, Properties, Mixer) no longer causes them to “stick” to the mouse pointer (Mac OS X only).