

**SIBELIUS**<sup>®</sup>

THE MUSIC NOTATION SOFTWARE

**Using the  
SCORE file converter**

SCORE file converter (version 1.40.15 Win / 1.40.20 Mac) written by Stephen Gibson  
Booklet written by Daniel Spreadbury

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# Installation

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## Installing the SCORE file converter for Mac

First, quit Sibelius if it is running (**File ▶ Quit**, or type **⌘Q**). Double-click the **ScoreConverter.hqx** file you downloaded; it will create a single file, called **Score Converter**, on your desktop, which needs to be copied to the **Plugins** folder within your **Sibelius** folder.

## Installing the SCORE file converter for Windows

First, quit Sibelius if it is running (**File ▶ Exit**, or **Alt+F4**). Double-click the **ScoreConverter.zip** file you downloaded; extract the archive to the **Plugins** folder within your **Sibelius** folder (by default, **C:\Program Files\Sibelius Software\Sibelius\Plugins**).

This will copy three files (**SCORE Converter.dll**, **SCORE Converter Options.txt** and **ConvertSCOREFiles.plg**) to your **Plugins** folder.

# Using the SCORE file converter

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The SCORE file converter is automatically loaded when you run Sibelius. To convert a file, you need only open it just as you would open any other file in Sibelius.

## Converting a file

You can either convert a single page (typically with a **.mus** file extension) or a SCORE file list (with a **.tmp** extension), which is a list of separate pages comprising a score. If converting a file list, you must put the **.tmp** file in the same folder as the individual files that are the pages of the score, otherwise they cannot be found.

In Sibelius, click **Open** (or type **⌘O** or **Ctrl+O**), find the **.tmp** or **.mus** file and simply click **Open**. (If the file is not visible in this dialog box, make sure that the filename has the correct extension.)

You will be presented with an **Options** dialog box containing a few self-explanatory options; change any settings as necessary, and then click **OK**. After a short delay the file will open. As the file is converted, an error log window will appear if the converter encounters features it is not able to convert, to aid subsequent proofreading of the file.

After the file has opened, you should check it and edit it as necessary.

## SCORE file lists

SCORE files normally consist of just a single page. If your score has more than one page, in order to convert it you should make a SCORE file list, which is a file with a **.tmp** extension containing a list of other SCORE files. Many scores should have file lists already, as they are needed for some operations in SCORE (such as extracting parts).

You can create a file list easily with a SCORE utility called **FList**. Alternatively, you can just list the individual pages in a text editor (such as Windows Notepad) and save it with a filename ending in the **.tmp** file extension. For example, if you have a four-page score made up of files called **part\_01a.mus**, **part\_01b.mus**, **part\_01c.mus** and **part\_01d.mus**, the file list should read like this:

```
part_01a.mus 1
part_01b.mus 1
part_01c.mus 1
part_01d.mus 1
```

Note that after each filename is the number of files that make up the page, which is almost always 1. In rare cases it can be more than 1 if the score contains many staves that have to be split between files.

The files listed in a SCORE file list can have any file extension (i.e. they are not limited to the extensions **.mus**, **.pag** and **.pge** in the same way as files opened directly).

Note, however, that the file list is case sensitive, so the filenames of the individual SCORE files should be exactly the same as in the file list (e.g. **.PGE** is not the same as **.pge**).

## **Batch conversion**

Sibelius includes a plug-in to convert a complete folder full of SCORE files at once. To use it, from Sibelius' **Plug-ins** menu choose **Convert SCORE Files in a Folder**. You are asked to find the folder to convert; find it and click **OK**. All SCORE files in the folder will be converted to Sibelius files.

Note that the SCORE plug-in converts file lists (not individual pages): therefore to convert several SCORE files you have to put all the files in a single folder, including a file list for each score. The plug-in will convert the file lists and produce Sibelius scores.

## **Instrument numbers**

If your score is 'optimized' (i.e. not all systems have the same number of staves), Sibelius has to work out which staves correspond to which instruments. You can indicate this by opening the files in SCORE and setting parameter 9 (instrument number) for every staff; this is what you have to do anyway when extracting parts from SCORE.

If you do not set this information, the converter will work but has to guess which instruments are being used on each system. If the guess is wrong then some sections of music may appear on the wrong instruments.

## **Time signatures**

Because SCORE does not indicate the lengths of bars, put a time signature at the start of the score before conversion so that Sibelius knows how long to make the bars. If you do not do so, the converter will give you a warning message.

## **File extensions**

The converter will read single-page files with the **.mus**, **.pge**, and **.pag** extensions. If your files don't have one of the recognized extensions, please rename them to end in (say) **.mus**.

# Limitations

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The purpose of the file converter is to *save you time*, not to convert every score so that it is identical to the original. As with any file converter, this is unrealistic, since SCORE and Sibelius work in different ways and have different features.

A complete list of the limitations of the SCORE file converter is as follows:

| Feature                  | Limitation  |
|--------------------------|---|
| <i>Beams</i>             | Beams sometimes do not always convert in the original groupings; sometimes when two eighth notes (quavers) are beamed together, a single flag still appears; cross-staff beaming does not convert   |
| <i>Guitar Frames</i>     | Some frames convert as a plain grid without a heavy line, or 'nut' at the top   |
| <i>Guitar Tab</i>        | Not yet implemented   |
| <i>Instrument names</i>  | Multi-staff or complex instrument names (e.g. Horns I & II) do not convert  |
| <i>Lines</i>             | Pedal lines convert as Technique text rather than Pedal lines, so do not affect playback  |
| <i>Lyrics</i>            | Potential problem in certain circumstances when a lyric line finishes on the following system at a different vertical height to the previous system   |
| <i>Multirests</i>        | Not yet implemented   |
| <i>Notes &amp; rests</i> | Quarter-tones do not convert; staves with three different voices may have stems pointing in the wrong direction   |
| <i>Playback/MIDI</i>     | All staves play back with a piano sound; use the <b>Sounds</b> dialog box (type <b>I</b> ) to set the correct instrument sound for each staff after conversion                                      |
| <i>Slurs</i>             | Converted as old-style slurs, not magnetic slurs  |
| <i>Staves/systems</i>    | A Coda appearing on the same staff as the D.S. bar may not convert correctly  |
| <i>Symbols</i>           | Some special symbols (especially percussion) may not convert correctly  |
| <i>Text</i>              | Subtitle Text usually converted as Title text; Expression Text (e.g. dynamics) sometimes appears too small after conversion   |
| <i>Ties</i>              | In tied triplets, the tie sometimes overshoots the next note  |
| <i>Time signatures</i>   | If a time signature is not present, the score will not convert. When opening a page list file ( <b>.tmp</b> ), as long as the first page in the list has a time signature, the score should convert |

## Using the SCORE file converter

| Feature                   | Limitation  |
|---------------------------|---|
| <i>Transposing scores</i> | Do not convert properly for playback – transposing instruments are treated as non-transposing instruments, i.e. the notation is correct (even the key signature), but playback is not   |
| <i>Tuplets</i>            | Triplet number (e.g. 3) may clash with beams; may not convert with the correct noteheads (e.g. crotchets may be converted as quavers); complex tuplets may not convert, giving the error 'The current duration is at present not supported: x.xxxx. It is either too small or a tuplet value' |