

Using the Input Duration 2 plugin in Sibelius

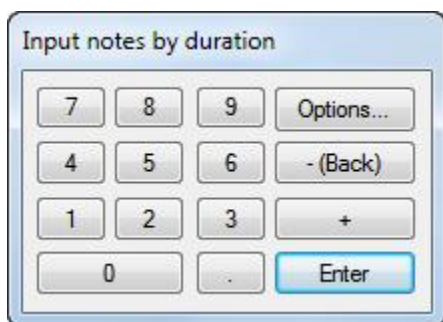
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Purpose

Input Duration 2¹ is a Sibelius plugin that allow you to enter notes into a score by specifying only the duration. The pitch is automatically chosen, typically to be the note on the center line of the staff.

This plugin can be useful if you want to enter drum rhythms, or if you want to enter rhythms and pitches in separate passes, entering the rhythms with this plugin and repitching to add pitches.

When you run the plugin, it brings up a dialog that looks like a keypad.



Clicking or typing a number will (in most cases) input a note into the score, whose duration depends on which key is pressed. Below you can see the "mapping" of the keys that you get by default. The numbers 0, dot, and 1 – 6 are the same as the first keypad layout in Sibelius. 7, 8, and 9 are different. The keypad "minus" key will always be assigned to the Back function. The keypad "plus" key defaults to adding a tie to a note. The Enter key will close the dialog and end the plugin.



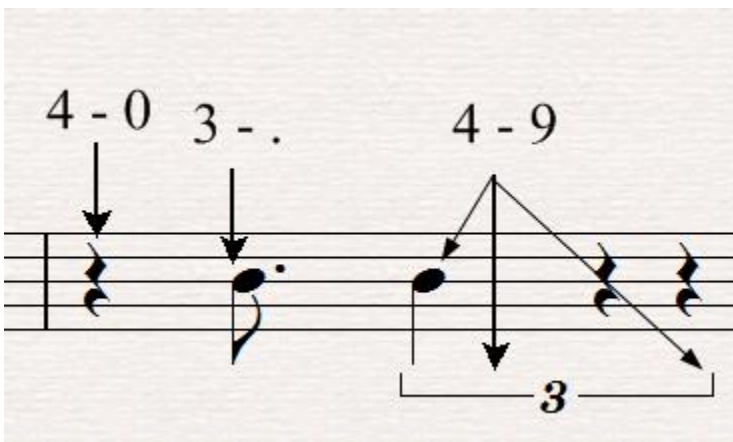
¹ There is also a set of Insert Duration plugins that do a similar action in a different way.

A note will be entered immediately when you type its number. So type 3 4 3 and you will see an 8th note (3), a quarter note (4) and another 8th note.



Rests, dots, triplets, and ties are different, and in most cases they require 2 keystrokes to appear. These are all considered "modifiers" and they act on the currently selected note, or optionally, on the next note to be entered. So to enter a rest, you typically enter a note of the desired duration and then the 0 key, so type 4 0 and you will have a quarter/crotchet rest.

To enter a dotted 8th/quaver, type 3 . which will enter an 8th note and then have it converted to a dotted 8th. For a triplet of quarter notes, type 4 9.



To tie a note, type + and the currently selected note will gain a tie.

You can only enter single notes not chords. But it is pretty easy to add notes to a chord later when you are setting up the pitches.

Note this curiosity: when you start the plugin, an added note will replace the first note in the selection. After that, however, notes are added *following* the selected note. This is modeled after what Sibelius does for note input. I am not entirely sure I like it, but it does give you the ability to modify the first note in the selection.

There is an option in the Options dialog that will let you choose whether modifiers affect the currently selected note, as described above, or the next note to be added. If you choose to option to add to the next added note, you choose the modifier first, and the duration second. So a quarter rest would be entered as 0 4. The same thing happens with all the other modifiers.

The Back key

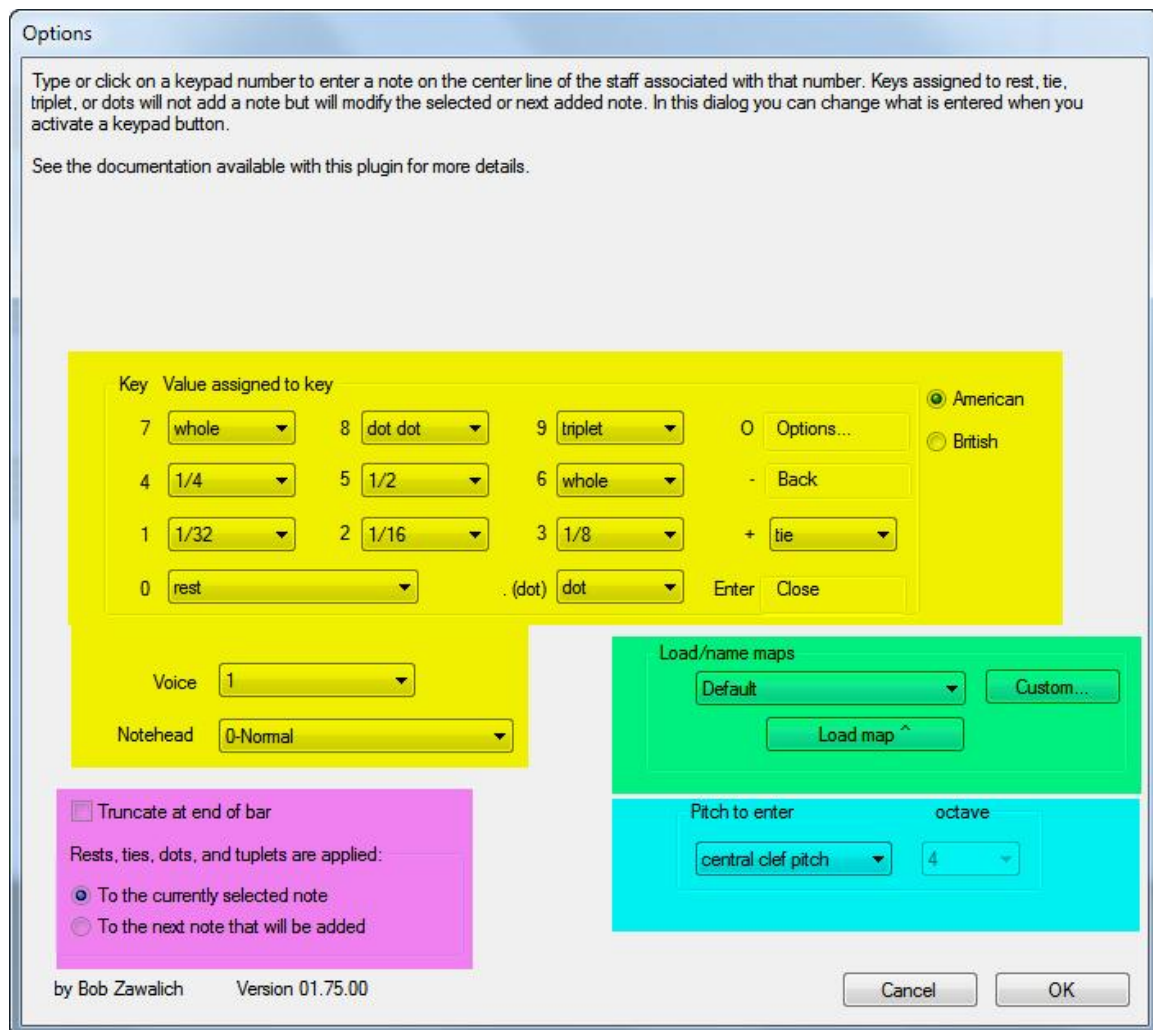
The back key deletes the last note or tuplet written. It is not the same as undo; it will not restore what was there before, but it can give you a chance to change things without getting out of the dialog. If you dotted a note you will not get back the undotted note, but you will just delete the whole dotted note. If adding a duration caused a note to be tied over the barline, just the last tied note will be deleted. To get back to where you started from, you may have to back up several times. If you decide that things have gotten out of control, you can use Enter to stop the plugin, and use Undo in Sibelius to undo the effects of the plugin.

Windows warning

In Windows, but not in OSX, if you use the mouse to click on a button, the Enter key will thereafter activate the button you clicked, rather than the Enter button. You can close the dialog by clicking the Enter button, or by tabbing to it and typing Enter. It is best to not mix typing and clicking, though it works fine in most cases.

Options

Typing O or clicking the Options button will bring up a large dialog that looks like this:



If you change anything in this dialog, the changes will be remembered even after you close and reopen Sibelius.

There are 4 groups of options in the dialog

1. The Yellow group allows you to "remap" the keys in the keypad. Each key except Options, Enter, and Back, can be assigned to enter a duration or a modifier. The list boxes can be made to show durations either in American (1/4 is a quarter note) or British (crotchet).
2. You can set up a number of different mappings, and save and reload them. To save a mapping, click on the Custom button (in the Green group) and it will let you assign a name to your mapping. You can later from the list box in the green

area, find the name of your custom map, and choose Load map to restore those settings.

The key assignments, notehead, and voice are all saved and restored with custom maps.

If your score originated in an earlier version of Sibelius, you might want to check that the notehead number you select is actually what you want, because some of those from about 8 up have changed over time.

3. The magenta group values are not saved with custom maps, but will still be kept across Sibelius sessions. *Truncate at end of bar* will cut off a note whose duration would not fit in the current bar. If this is not on, adding such a note will cause the remainder of the duration to be tied into the following bar.

Rests, ties, dots, and triplets are applied determines whether you should enter a note and then the modifier (such as 4 0 for a quarter rest), or enter the modifier and then a note (0 4 for a quarter rest). This is just for whichever way best fits your workflow.

4. The cyan group allows you to change the pitch used when entering notes. You can enter a specific pitch, such as C#4, and the pitch will not change when clefs or key signatures change. The default pitch is the central pitch for the current staff, in a concert score. This will adjust to changes in clef and key signature, and will attempt to stay on the center staff line without accidentals

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If you change the key mappings, you might want to print out the keypad below and fill in your new mapping.

