# Additional features for the plugin Add Fingering To Notes in Sibelius 7 and Later

Bob Zawalich September 12, 2018 Updated 5 April 2023

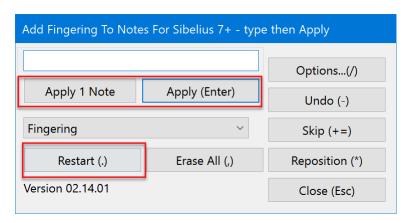
New options have been added to the plugin to allow fingering to appear above or below the appropriate notes in addition to being beside them. Fingerings above or below notes will be combined into a single "stacked" text object, with each fingering separated by a line feed. The plugin should now be more useful for fingering instruments like strings.

Also, while the previous versions of the plugin retained the original selection on screen, this version will select the note that is next to receive text. Now the range of the selection is less obvious, though you will be warned when you reach the end of the original selection, but you can see where the text will go, especially after a skip.



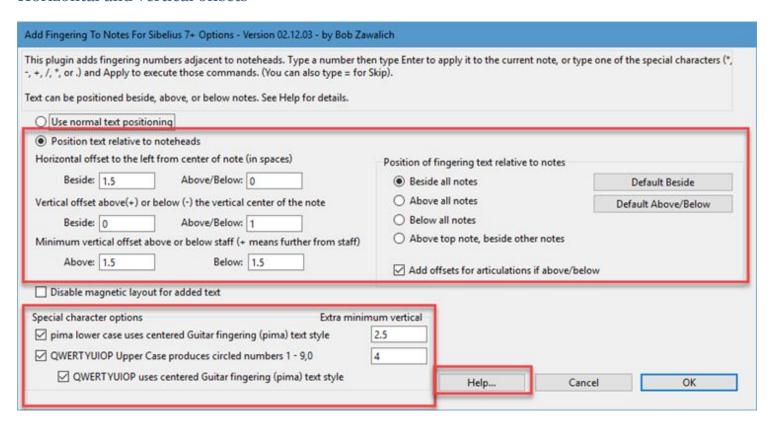
There is also a new **Restart** button, which will let you stop adding text and go back to the start of the selection, as if you had closed the plugins and run it again. This can be useful if you want to add multiple types of text. If you want to process separate voices you will still need to close the plugin, filter the voice you want, and run the plugin again.

There is also a new **Apply 1 Note** button. If you press this, all the text in the edit box will be attached to the current selected note, even is there is more than 1 character in the edit box.

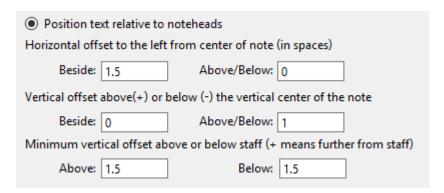


One use if this is to force vertical stacking of fingering number when it is not normally possible. To do this, type  $\n$  between numbers, such as  $3\n\2\n$ . Normally you will not need to do this for multi-note chords that are set to be above or below the notes (see **Stacked fingerings**, below), but there may be times when this will be useful.

#### Horizontal and vertical offsets



You can adjust the positions in **Position text relative to noteheads**, and the **Default Beside** and **Default Above/Below** buttons can reset them to the shipping values. **Magnetic Layout** can affect how these positions are interpreted.



The **Horizontal offset** determines how far the text is from the horizontal center of the note. **Beside** defaults to 1.5 spaces left, and **Above** and **Below** default to 0, so they are centered on the notehead.

**Vertical offset** positions the text vertically relative to the vertical center of the notehead. **Beside** defaults to 0 so the text is vertically in line with the note. **Above** and **Below** default to 1 space, so the note is centered a bit above or below a single notehead, or the top or bottom note of a chord.

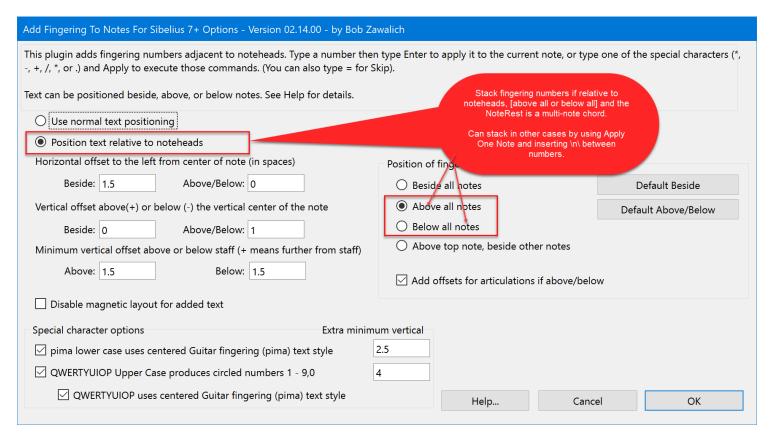
**Minimum vertical offset above or below staff** functions the way the vertical offset for a text style works, and provides a way to specify how close the text can come to the top or bottom of the staff for the **Above** and **Below** options. The plugin has no access to the text style offsets, so you need to provide the values (plus this lets us handle above and below without separate text styles). The default 1.5 spaces is taken from the **Fingering** text style default position.

## Stacked fingerings

Fingerings will be vertically stacked, separated with line-feeds, when processing a multi-note chord if the following options are set:

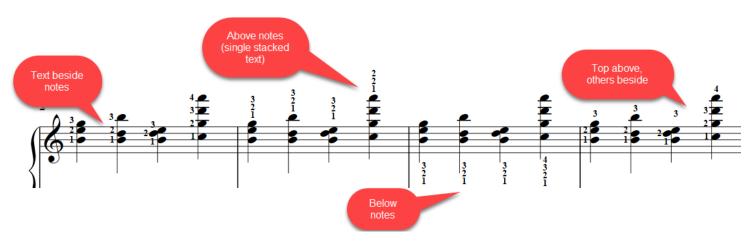
- Position text relative to noteheads
- Above all notes or Below all notes

Otherwise there will be one fingering character per note, unless you use the Apply 1 Note button.



### **Examples**

Here are some examples of different positioning options. The default offsets are used



Undo will remove fingering from stacked text that was added during this run of the plugin, in the reverse order of when the text was entered. Except for **Erase All**, the plugin does not affect text added in previous runs of the plugin.

#### Special text options

In addition, there are 2 options to provide convenient shortcuts for guitar fingering:

There are 2 special options that allow text to be conveniently added without changing text styles or other settings. In both cases, using these options adds text that uses the text style 'Guitar fingering (pima)':

- \* **pima lower case produces right-hand fingering** will produce text exactly as if you had chosen the PIMA text style and chosen normal text positioning when typing the lower case characters p, i, m, or a.
- \* **QWERTYUIOP Upper Case produces circled numbers 1 9,0** produces special text characters for circled numbers, overriding the font and text style (and italic setting) of the text style. It uses a formatted string of special characters in the font **Opus Special Std**. Lower case versions of these letters behave normally (except for i and a if the PIMA option is checked).

QWERTYUIOP are directly below the numbers in most keypads, and Q = 1, W = 2...P = 0, so it should be fairly intuitive. Caps Lock is handy if you are using these.

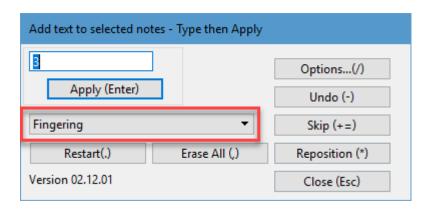
**Guitar fingering (pima)** style is used with circled numbers mostly because it is centered, and it gets picked up when using **Erase All. Erase All** will delete selected text that matches **Fingering, Guitar Fingering(pima)** and the current text style, which should clear most examples of added text.

#### Spacing for pima and circled numbers.

There are special options for these texts.

s plugin adds fingering numbers adjacent to noteheads. Type a number t r, +, /, *, or .) and Apply to execute those commands. (You can also type = t can be positioned beside, above, or below notes. See Help for details.		e current note, or type o	ne of the special characters
Use normal text positioning     Position text relative to noteheads     Horizontal offset to the left from center of note (in spaces)	Position of fingering text	alatin to anter	
Beside: 1.5 Above/Below: 0	Beside all notes	relative to notes	Default Beside
Vertical offset above(+) or below (-) the vertical center of the note  Beside: 0			Default Above/Below
Special character options  in pima lower case uses centered Guitar fingering (pima) text style  in QWERTYUIOP Upper Case produces circled numbers 1 - 9,0  in QWERTYUIOP uses centered Guitar fingering (pima) text style	2.5 4	Cancel	OK

The only change for the pima option is that if checked, the letters p, i, m, and a (lower case) will always use the text style **Guitar Fingering (pima)**, instead of the current text style, as shown in the main dialog:



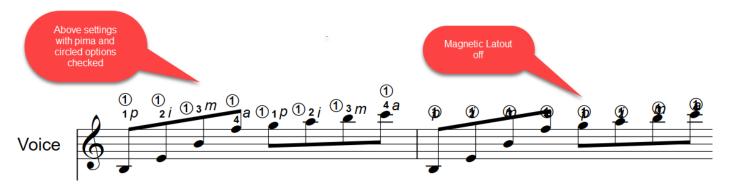
For Circled Numbers, there are 2 options. The first causes the Upper Case letters QWERTYIOP to be mapped to circled numbers 1 - 9 and 0 (Q = 1, W = 2, ...P = 0). If unchecked, Q goes through as Q. If the second option is checked the numbers will always use the text style **Guitar Fingering (pima)**, instead of the current text style.

If the current text style is **Fingering** and the 2<sup>nd</sup> option is unchecked, the circled notes will be written in **Fingering** style. The text itself chooses the font (**Opus Special Std**), font size, and italic state, so the text style really only affects the horizonal position for circled numbers. If you have Above Notes chosen, and use the Above/Below defaults and **Fingering** style, the circles will be positioned about half a space too far to the right.

The **Extra minimal vertical** values will be added to the **Minimal vertical offset** fields to keep the pima and circled text fields out of the fingering text.

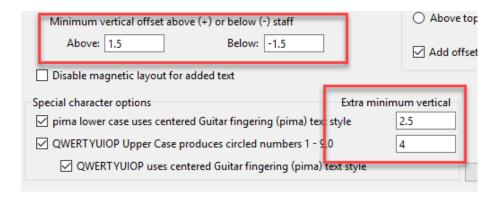
Originally, when I created these options, they also caused **Use normal text positioning** to be set, and they ignored the note positioning options. You could not make the text go beside or below the notes, and the various offsets were ignored, but the text was positioned in the same place where normal pima text would go. I removed that restriction to allow the text to go above, below, or beside, but they will now use the **Position text relative to noteheads** settings, which were set up for the Fingering text style.

Without resetting the vertical offset options, all 3 types of text (fingering, pima, and circled numbers) would get the same vertical positions, and will only be separated by Magnetic Layout.

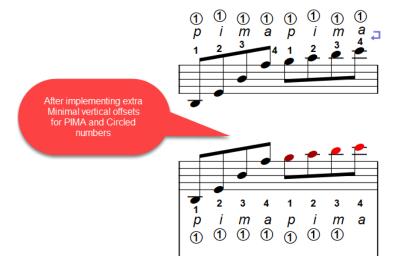


So how do you deal with this if you need all 3 fingerings?

I added two more fields to the Options dialog, **Extra minimum vertical.** These numbers are added to the Minimum vertical offset above, and subtracted from the Minimum vertical offset below, so the 3 standard text types will be at different heights if above or below.



By default, it looks like this. Adjust as desired, but there is at least a fairly simple means to keep the text apart. My expectation is the if you have a standard placement for the 3 types of text you can adjust the Minimal vertical offsets and other offsets until it works the way you want, and then you will be able to leave it alone for the most part.



There is additional information in the **Help** dialog.