

# The Respell To Match Score and Parts Plugin

*Bob Zawalich October 23, 2018*

**Respell To Match Score and Parts** changes the spelling of notes that are spelled differently in the full score and a dynamic part to be the same.

You can choose whether the new spelling comes from the full score or part, and run the plugin from either the full score or a part. A passage selection is required.

This plugin was Jeremy Hughes' idea. He contributed significantly to the design and testing, and this plugin is dedicated to him.

Dynamic parts have always been able to have some properties that are different from the full score. **As of Sibelius version 8.3, notes can be spelled differently in the full score and parts** if you do the respelling in the part. Changing note spelling in the full score will change the spelling in all the parts that include the staff where changes are made, and will remove any differences that may have been present in the part.

Occasionally someone will edit a dynamic part to change the spelling of some notes, and will assume incorrectly that the changes will be propagated into the full score. This plugin was written to synchronize the spelling of notes in the full score and parts.

Here is the dialog that appears when the plugin is run from the full score.

The dialog box has a blue title bar that reads "Respell To Match Score And Parts - Full Score". The main area contains three paragraphs of text: "Changes the spelling of notes that are spelled differently in the full score and a part to be the same.", "You can choose whether the new spelling comes from the full score or part, and run the plugin from either the full score or a part. A passage selection is required.", and "Staves that are present in multiple parts will not be respelled if the plugin is run from the full score and the full score is changed to match parts." Below the text is a section titled "Running from the Full Score" which contains two columns of options. The left column has four checked checkboxes: "Reset spacing on changed bars", "Trace score and part names", "Trace changed note locations", and "Trace number of respelled notes". The right column has three radio buttons: "Make the parts match the full score" (unselected), "Make the full score match the parts" (selected), and "Do not match staves from transposing instruments" (checked). At the bottom left, it says "by Bob Zawalich" and "Version 01.09.01". At the bottom right are "Cancel" and "OK" buttons.

Respell To Match Score And Parts - Full Score

Changes the spelling of notes that are spelled differently in the full score and a part to be the same.

You can choose whether the new spelling comes from the full score or part, and run the plugin from either the full score or a part. A passage selection is required.

Staves that are present in multiple parts will not be respelled if the plugin is run from the full score and the full score is changed to match parts.

Running from the Full Score

☒ Reset spacing on changed bars      ☐ Make the parts match the full score

☒ Trace score and part names      ☒ Make the full score match the parts

☒ Trace changed note locations

☒ Trace number of respelled notes      ☒ Do not match staves from transposing instruments

by Bob Zawalich      Version 01.09.01

Cancel      OK

Here is the dialog when run from a part (the only differences are minor text changes and an additional radio button option):

The dialog box has a blue title bar that reads "Respell To Match Score And Parts - Flute". The main area contains three paragraphs of text: "Changes the spelling of notes that are spelled differently in the full score and a part to be the same.", "You can choose whether the new spelling comes from the full score or part, and run the plugin from either the full score or a part. A passage selection is required.", and "Staves that are present in multiple parts will not be respelled if the plugin is run from the full score and the full score is changed to match parts." Below the text is a section titled "Running from the part:" followed by the text "Flute". This is followed by two columns of options. The left column has four checked checkboxes: "Reset spacing on changed bars", "Trace score and part names", "Trace changed notes", and "Trace number of respelled notes". The right column has three radio buttons: "Make this part match the full score" (unselected), "Make the full score match this part" (selected), and "Make all dynamic parts match this part" (unselected). There is also a checked checkbox for "Do not match staves from transposing instruments". At the bottom left, it says "by Bob Zawalich" and "Version 01.09.01". At the bottom right are "Cancel" and "OK" buttons.

Respell To Match Score And Parts - Flute

Changes the spelling of notes that are spelled differently in the full score and a part to be the same.

You can choose whether the new spelling comes from the full score or part, and run the plugin from either the full score or a part. A passage selection is required.

Staves that are present in multiple parts will not be respelled if the plugin is run from the full score and the full score is changed to match parts.

Running from the part:      Flute

☒ Reset spacing on changed bars      ☐ Make this part match the full score

☒ Trace score and part names      ☒ Make the full score match this part

☒ Trace changed notes      ☐ Make all dynamic parts match this part

☒ Trace number of respelled notes      ☒ Do not match staves from transposing instruments

by Bob Zawalich      Version 01.09.01

Cancel      OK

There are 2 radio button options present in both dialogs:

- **Make the parts match the full score**
- **Make the full score match the parts**

If you run the plugin from a part there will be an additional option:

- **Make all dynamic parts match this part.**

If all staves are included in only one part, the process is straightforward. You passage select some notes while running from the full score or a part, then choose whether the notes in the score get spelled the same as the part, or those in the part are spelled the same as the score.

It is a little more complicated if you have staves that are included in more than one part. Here are the details:

### If no staves are included in more than 1 part

A staff in the full score is present in only one part, so changing the score or part will not affect any other parts.

Running from the full score:

- **Make the parts match the full score** will respell the notes in any part that includes any of the selected staves to match the spelling in the full score.
- **Make the full score match the parts** will look for parts that contain the selected staves, and respell the corresponding staves in the full score.

Running from a part:

- **Make this part match the full score** will respell the selected notes in the part to match the spelling of the corresponding notes in the full score. No other parts will be affected.
- **Make the full score match this part** will change the selected notes in the full score to match the spelling of all the staves in the current part. Again, no other parts will be affected.
- **Make all dynamic parts match this part** will have no effect in this case, since there will be no other parts that include the staves in this part.

### If there are multi-part staves (staves are included in more than 1 part)

A staff in the full score can be present in multiple parts. For example, you might have a score with Flute, Clarinet, Soprano, Alto, and Piano, and in addition to the automatically generated parts, you might create a new part for Soprano, Alto, and Piano. These 3 instruments (and 4 staves) will exist in 2 different parts.

Running from the full score:

- **Make the parts match the full score** will respell the notes in any part that includes one of the selected staves to match the spelling in the full score. **Respelling a multi-part staff will change multiple parts.** In the example, changing the Soprano staff would affect the Soprano part and the Soprano/Alto/Piano part.
- **Make the full score match the parts** will look for parts that contain the selected staves, and respell the corresponding staves in the full score. **Any multi-part staff will be skipped**, as it cannot be determined which part should provide the spelling for the notes in the full score. This operation will only affect one part per staff. If **Trace Score and Part Names** is checked, the plugin will trace all the parts that include a multi-part staff. You could then rerun the plugin from the part that you want to use to change the score.

Running from a part:

- **Make this part match the full score** will respell the selected notes in the part to match the spelling of the corresponding notes in the full score. No other parts will be affected.
- **Make the full score match this part** will change the selected notes in the full score to match the spelling of all the staves in the current part. Normally, changing the pitches in the full score would change all the parts that include this staff, but the plugin saves the original spelling for all the affected parts, and restores the spelling in all but the current part. Thus, **only the current part will be changed**. (Thanks to Jeremy Hughes for figuring this out).
- **Make all dynamic parts match this part** will find any other parts that contain the same staves that are included in the current part (multi-part staves), and change the spelling of the selected notes in those parts to match the spelling in the current part.

## Option: Do not match staves from Transposing Instruments

If this option is chosen, any staff that contains a non-octave-transposing instrument in the selected area will be skipped. A guitar is octave-transposing, a clarinet in Bb is non-octave-transposing, and a flute is non-transposing, so if all 3 were present, only the clarinet would be skipped under this option. This option is available because you would typically have different notes in a transposed part, and you would be unlikely to want to match spellings with other parts.

## Other Options

- **Reset Spacing On Changed Bars:** changing accidentals can affect the note spacing so you will usually want to check this.
- The rest of the options will optionally write what is being processed to the plugin Trace Window:
  - **Trace score and part names**
  - **Trace changed notes**
  - **Trace number of respelled notes**

## An Example of Respelling in a score without multi-part staves

Before running from the Flute part with the first system selected

Before plugin is run. Run from this part with first system selected. Change score to match this part.

Orange notes respelled in part.

After running the plugin. The processed pitches in the full score now match the spelling in the part. The notes in the part no longer appear orange.

After running plugin with first system selected.

Spelling of selected pitches in part and full score now match.

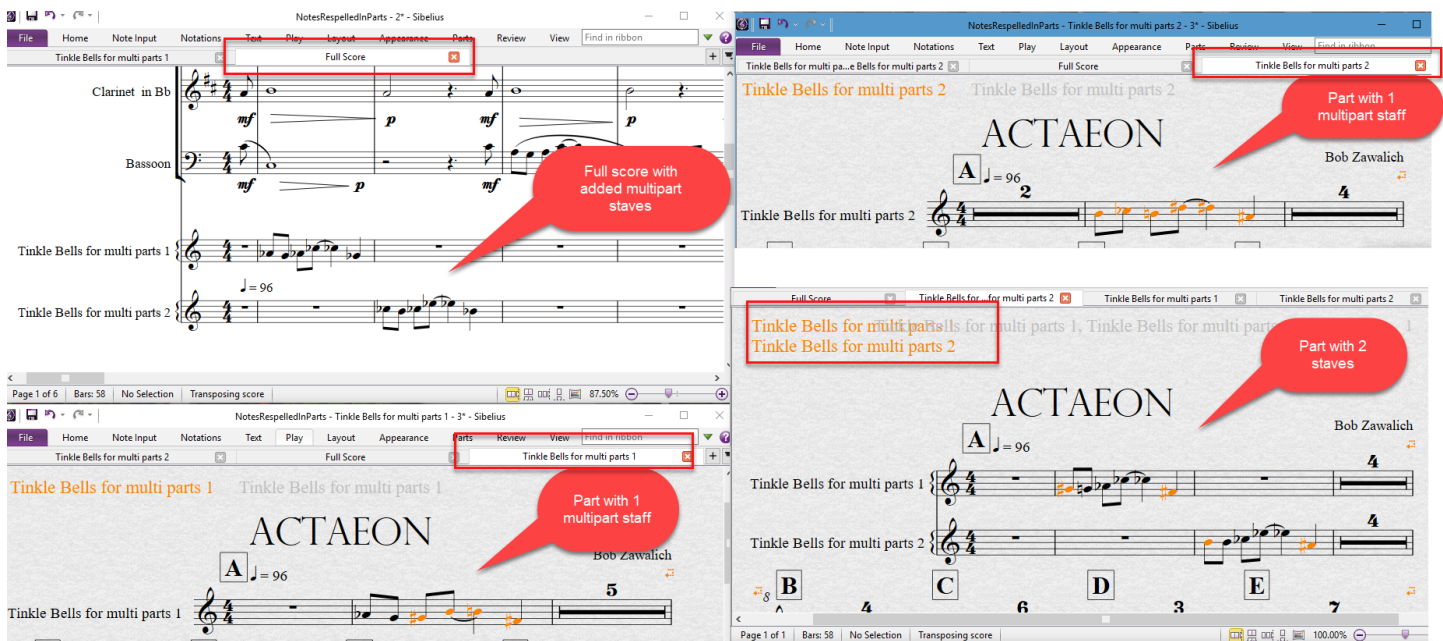
Since pitches are now spelled the same in score and part, there are no longer orange.

Trace output

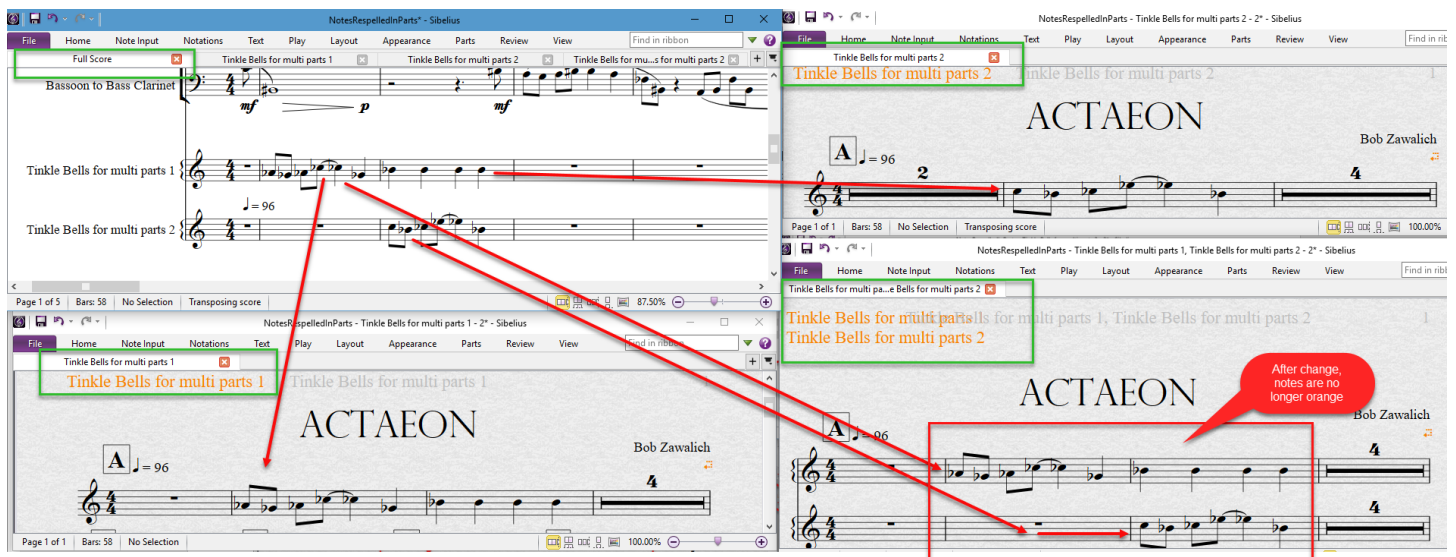
```
Processing full score and parts for: F:\_Scores\_Sib 8 scores\Respell  
Enharmonic Pitches In Score and Parts\NotesRespelledInParts.sib  
* Starting in part: Flute  
** Respell notes in full score based on parts  
  
*** part name: Full Score - staff: 001 - Flute  
C -> B#, 001 - Flute , bar 2, beat 1, voice 1  
E -> Fb, 001 - Flute , bar 3, beat 1, voice 1  
E -> Fb, 001 - Flute , bar 3, beat 3, voice 1  
E -> Fb, 001 - Flute , bar 3, beat 4, voice 1  
C -> B#, 001 - Flute , bar 4, beat 1, voice 1  
E -> Fb, 001 - Flute , bar 5, beat 1, voice 1  
E -> Fb, 001 - Flute , bar 5, beat 3, voice 1  
E -> Fb, 001 - Flute , bar 6, beat 1, voice 1  
C -> B#, 001 - Flute , bar 6, beat 3, voice 1  
  
Number of pitches respelled: 9
```

## An Example of Respelling in a score with multi-part staves

The full score contains 2 Tinkle Bell staves, and these staves are present in their own parts plus they are both included in another part. Spelling of the notes is different in the full score and in each of the parts.



In this example, the plugin is run from the full score, with the 2 Tinkle Bar staves selected, using the option to **Make the parts match the full score**. When the staff **Tinkle Bells for multi-parts 1** is processed, the selected notes in this staff in both parts **Tinkle Bells for multi parts 1** and **Tinkle Bells for multi parts 1** will be changed to match the spelling in the full score. Processing the staff **Tinkle Bells for multi-parts 2** will similarly change the parts that include this staff.



**Respell To Match Score and Parts** may be downloaded directly through Sibelius 7 and higher at **File > Plug-ins > Install Plug-ins > Accidentals**. Users may also install it manually in Sibelius 6 or higher by visiting the [plug-in download page](#) and following the [usual manual installation procedure](#), or by using the [Install New Plug-in plug-in](#).