

Tutorial: Execute Commands and cmdutils

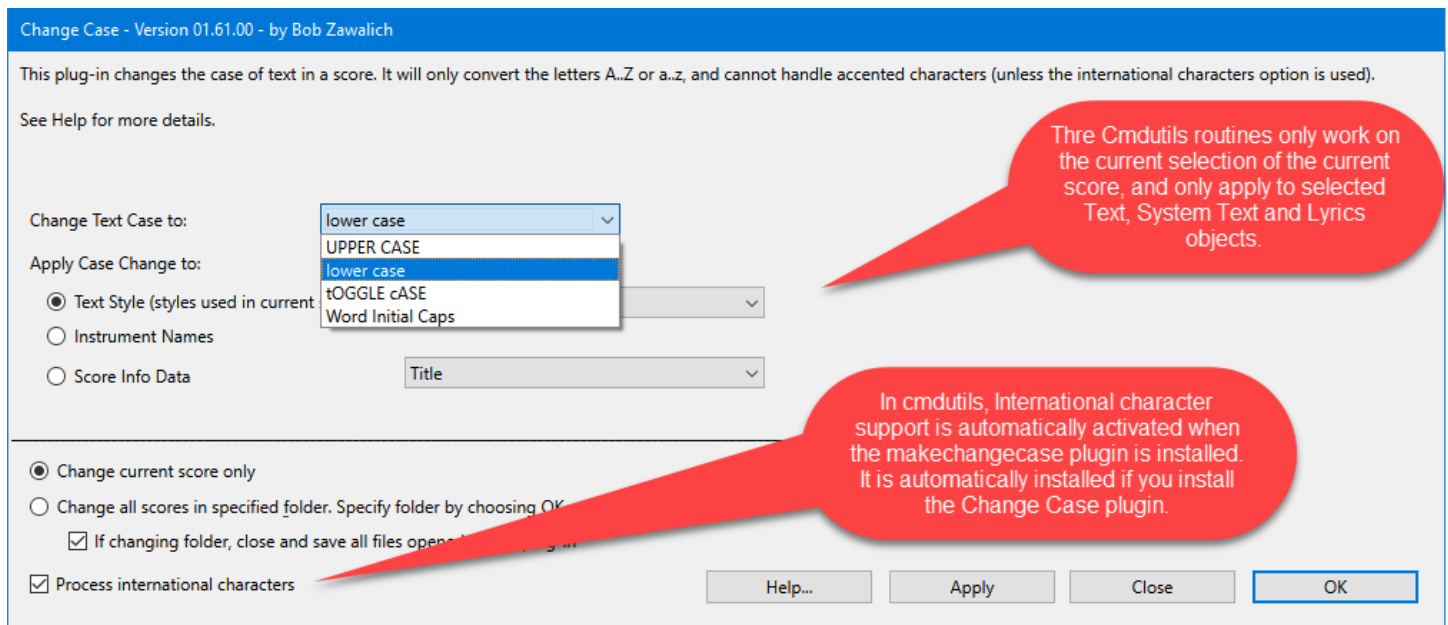
Changing Text Case

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You can use several commands in **cmdutils.plg** to change the case of selected text.

- **SetTextCase_Lower_cu()**
- **SetTextCase_Upper_cu()**
- **SetTextCase_ToggleCase_cu()**
- **SetTextCase_WordInitialUpper_cu()**

These commands were derived from those used in the plugin Change Case, and behave as you would expect them to.





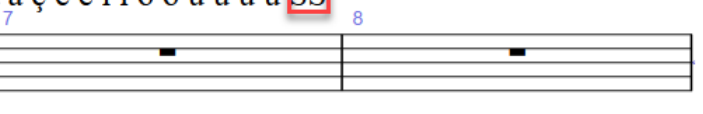
The plugin will change the case of selected text, System Text, and Lyrics objects in the current score only; the **Change Case** plugin has additional options which may be useful.

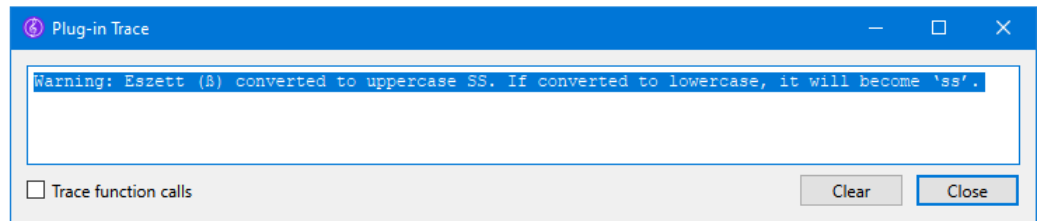
These routines will only operate correctly on “plain ASCII” upper and lower case characters in fonts which use the ASCII mapping. Symbol fonts may not work with these commands.

Dynamics text is not changed, and wildcards are not changed (nor is the text pointed to by a wildcard).

If you install the **Change Case** plugin it will also install the plugin **makechangepcase**, written by Andrew Moschou. If that plugin is installed, these commands will use it to convert things like accented characters correctly. Here are some crude examples. If you convert the character ß to uppercase, it turned to SS and you will get a warning from the **makechangepcase** plugin.

Original	To Upper Case
á ä â ç è é ê ë ì í î ï ò ó ô õ ù ú û ü	Á Ä Â Ç È É Ê Ë Ì Í Î Ï Ò Ó Ô Õ Ù Ú Û Ü
À Á Ç È É Ì Í Ò Ó Ù Ú Û Ü ß	À Á Ç È É Ì Í Ò Ó Ù Ú Û Ü SS
	

To Lower Case	Toggle Case
á ä â ç è é ê ë ì í î ï ò ó ô õ ù ú û ü	Á Ä Â Ç È É Ê Ë Ì Í Î Ï Ò Ó Ô Õ Ù Ú Û Ü
à á ç è é ì í ò ó ù ú û ü ß	à á ç è é ì í ò ó ù ú û ü SS
	



Otherwise, it should pretty much work as expected.