

Edit Instrument And Staff Names Plugin

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There are several plugins that lets you inspect or edit **Instrument Names**, and as of Sibelius Ultimate 2022.9, the **Staff Names**, in **Staves** and **Instrument Changes**.

Name fields

Staff objects have always had these name fields, accessible for plugins to read and write:

- **FullInstrumentName** Gives the full instrument name of the staff, empty for an unnamed staff (read/write).
- **FullInstrumentNameWithFormatting** Gives the full instrument name of the staff including any changes of font or style, if any (read/write).
- **ShortInstrumentName** Gives the short instrument name of the staff, empty for an unnamed staff (read/write).
- **ShortInstrumentNameWithFormatting** Gives the short instrument name of the staff including any changes of font or style, if any (read/write).

Instrument Change objects have also had these fields, but they were not accessible to plugins.

As of Sibelius Ultimate 2022.9 both **Staff** and **Instrument Change** objects were given a new set of **Staff Names**, and all **Instrument Change** names are now accessible to plugins for reading and writing:

- **FullStaffName**
- **FullStaffNameWithFormatting**
- **ShortStaffName**
- **ShortStaffNameWithFormatting**

Names With Formatting

If you see names with line breaks or special characters like the flat in **Bb**, you are seeing the **Name With Formatting**. It has the same data as the normal name, but with special formatting keywords, like \B\ for bold embedded. For the most part, all these plugins deal with the formatted name so that formatting is retained. Here is an example showing formatted and unformatted text.

Displayed text: **This is partly bold** and *partly italic*

Unformatted text: This is partly bold and partly italic

Formatted text: \B\This is partly bold\b\ and \I\partly italic

The Edit Instrument and Staff Names plugin

This plugin will only run in Sibelius Ultimate 2022.9 or later.

This is an extension of the plugin **Edit Instrument Names**. It allows one to edit both **Instrument** and **Staff** names for both **Staves** and **Instrument Changes**. The rows in the list show the names for each **Staff**, and any **Instrument Changes** on a staff are displayed immediately below the **Staff** data, in order of bar and position in the bar along the staff.

The headers in the leftmost column give the staff and staff number for **Staff** data, and **Staff**, **Bar**, and **Beat** information for **Instrument Changes**.

Since **Staff Names** replace the formatting needed in **Edit Instrument Names**, this plugin does not have special formatting support.

Like **Edit Instrument Names**, if an instrument is a Grand Staff instrument or any other instrument with more than one staff, only the top staff in the instrument provides the visible **Instrument Name**. The **Instrument Name** fields for any other staff in the instrument will be disabled. However, you can have **Staff Names** in any staff in an instrument, so these fields are not disabled.

Instrument Names disabled for 2nd staff

Staff 26	Celesta	Cel.		
Staff 27	Celesta	Cel.		
Staff 28	Piano	Pno.		
Staff 29	Piano	Pno.		

Staff Names enabled

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This plug-in allows you to edit Full and Short Instrument and/or Staff Names, in the score, even if the names are empty and difficult to click on.

For each staff, the initial names for the staff are displayed, followed by any Instrument Changes (IC) present in that staff. The header field for an IC starts with "IC".

Type Full or Short names into the text boxes that correspond to a Staff or Instrument Change. Type ^b for a "flat" accidental, or \n\ to split onto 2 lines. See Help for more options.

If there are more than 15 entries, use the Next and Previous buttons to edit more entries. Choose OK to apply all changes to the score.

The Instrument Names of all but the first staff of multi-staff instruments such as Piano will be grayed out. The Staff Names for such staves are still editable. See Help for details.

Blocks are the staff objects names followed by the Instrument Change names for all the ICs on this staff

Staff or Instrument Change	Full Instrument Name	Short Instrument Name	Full Staff Name	Short Staff Name
Staff 1	Staff 1 Full Inst Name	Staff 1 Short Inst Name	Staff1FSN	Staff1SSN
IC:Staff_Bar 1_3 Beat 5	Flute	Fl.	FluteSN1	Fl.SN2
IC:Staff_Bar 1_11(6) Beat 5	Harmonica	Harm.		
IC:Staff_Bar 1_12(7) Beat 5	Flute	Fl.	FluteSN2	Fl.SN2
Staff 2	S1 IC1 Full Inst Name	S1 IC1 Short Inst Name		
Staff 3	S1 IC2 Full Inst Name	S1 IC2 Short Inst Name		
Staff 4	Staff 2 Full Inst Name	Staff 2 Short Inst Name		
IC:Staff_Bar 4_11(6) Beat 1	Flute	Fl.		
IC:Staff_Bar 4_14(9) Beat 3	Clarinet in B^b	Cl.		
Staff 5	Staff 3 Full Inst Name	Staff 3 Short Inst Name		
Staff 6	S3 IC1 Full Inst Name	S3 IC1 Short Inst Name		
Staff 7	Violin 1	Vln. 1		
IC:Staff_Bar 7_15(10) Beat 4.9961	Flute	Fl.		
Staff 8	Violin 1	Vln. 1		
IC:Staff_Bar 8_10(5) Beat 2	Flute	Fl.		

Help...

< Previous staves

Next staves >

Cancel

OK

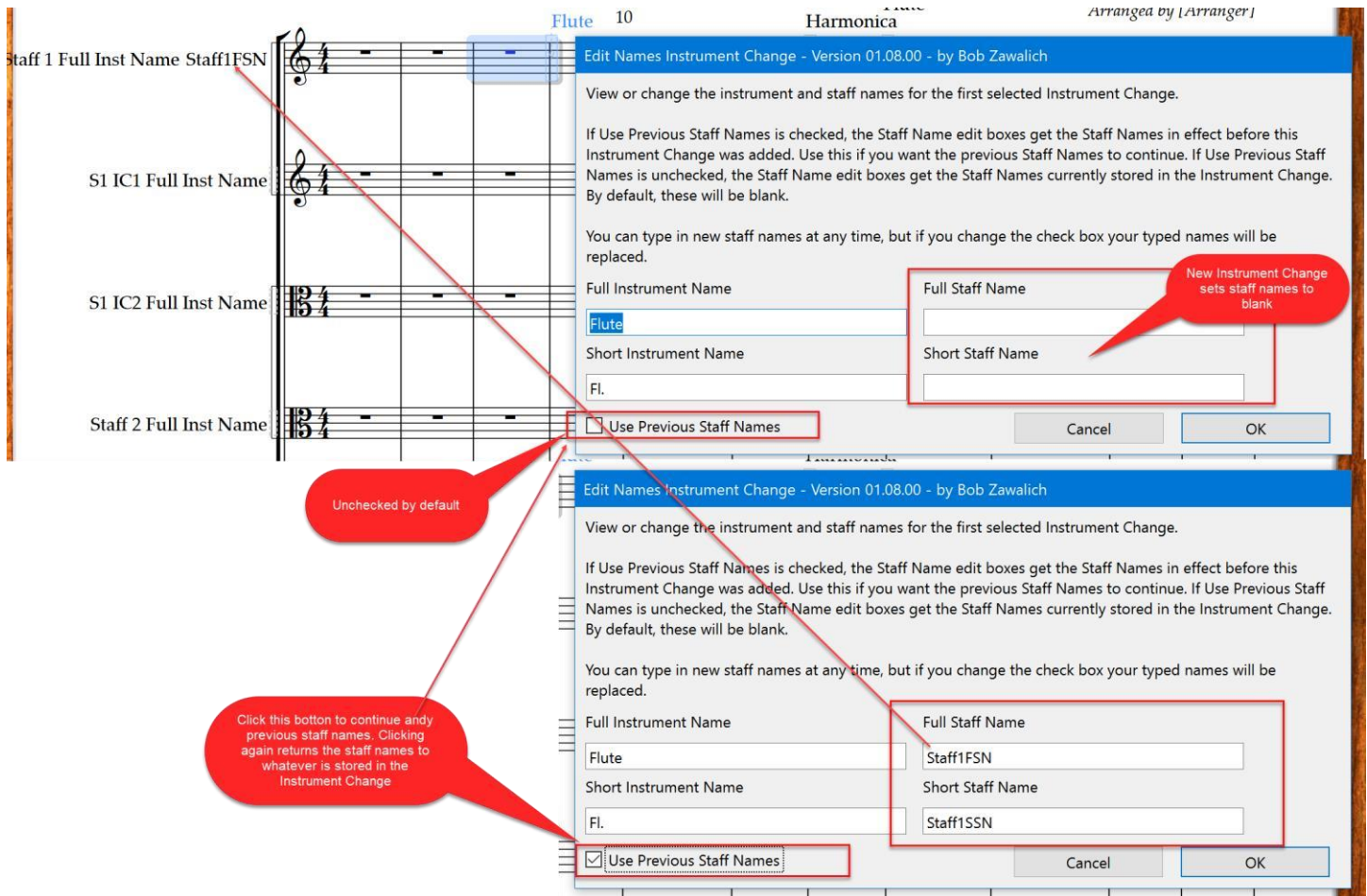
A Related Plugin: Edit Names Instrument Change

This allows you to view and edit the Instrument and Staff Names associated with the first **Instrument Change** in a selection.

Adding an **Instrument Change** will always clear the **Staff Names**, because an **IC** has its own **Staff Names**, but they are always initialized to blank. If you want existing **Staff Names** to continue past the **IC** you need to edit the **IC** and give it the same **Staff Names** that were in effect.

Edit Names Instrument Change has a checkbox “**Use Previous Staff Names**” that you can check to set the **Staff Names** in the **IC** to be the same as the previously active **Staff Names**.

If the checkbox is unchecked, the **IC** will use whatever **Staff Names** it had assigned. For an unedited **IC**, these will always be blank.



Installation

These plugins may be downloaded directly through Sibelius 7 and higher at **File > Plug-ins > Install Plug-ins**. 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 Plugin** plugin.