

The Browse Selected Objects plugin

Plugin to simplify editing a set of filtered objects in Sibelius

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Sometimes you run a filter that selects a large number of objects which may be scattered throughout a score. It can be difficult to find them, and if you click on an object to change it you will lose the rest of the selection. The document describes a plugin intended to make it easier to find and edit the members of such a group of objects.

Browse Selected Objects (category Navigation)

The downloadable plug-in **Browse Selected Objects** can be run on a score with any kind of selection, but it was designed to be run on a selection of **objects created by running a filter**. It will give you a list of all the objects in the selection, showing all the staves for each bar, or all the bars for each staff, depending on the **Selected objects sorted by** option.

Click on a list box entry, use the up and down arrow keys, or type the start of a list entry to change the selection in the list box and the corresponding score object will come into view. The bar containing the object will be

passage-selected by default, which makes it more visible, but you can change it to select each object by unchecking **View object's bar**. You should be able to examine each bar while the plug-in is up, or if you need to look more closely you can close the plug-in and examine it in the score.

If you see an object in the score that needs adjustment, click on the **Close – Current Selection** button, which will close the dialog and return you to the score at the location you were last viewing. Make your changes, and then you can run the plug-in again. You could re-run your filter if you want to continue browsing, or use the plugin features, such as saving and restoring a selection, which will be described below.

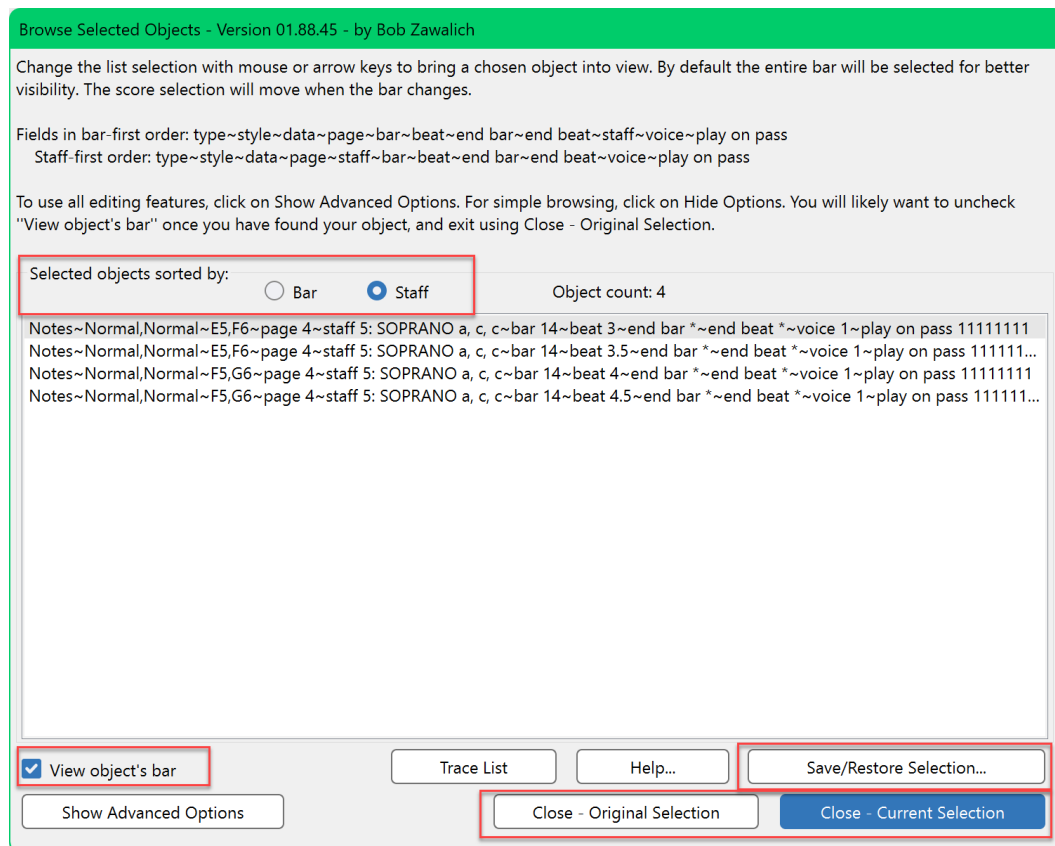
In a larger score it is useful to turn on **View > Invisibles > Bar Numbers** so it is easier to see which bar you need to look at. Choose an appropriate zoom value so you will be able to see as much of the score as you need to.

The dialogs in Browse Selected Objects

There are 2 variants of the dialog in **Browse Selected Objects**. The default is the **Simple** version, which looks like this. Its main feature is the listbox that shows a description of every selected object. Clicking on a listbox entry will move the score to bring that selected object into view.

This dialog works well for navigating through the objects in the list, and then, after finding an object you want to investigate, you can close the dialog with that object selected using **Close – Current Selection**.

Other features will be discussed below.



If you press **Show Advanced Options**, you will see the **Advanced Dialog**, which provides additional editing features.

Browse Selected Objects - Version 01.88.48 - by Bob Zawalich - Score: Hymn of Ordinary Motion Split Hands3

Change the list selection with mouse or arrow keys to bring a chosen object into view. By default the entire bar will be selected for better visibility. The score selection will move when the bar changes.

Fields in Bar-first order: type~style~data~page~bar~beat~end bar~end beat~staff~voice~play on pass
Staff-first order: type~style~data~page~staff~bar~beat~end bar~end beat~voice~play on pass

If there is a saved selection and you run this plugin with nothing selected, this plugin will open displaying the saved selection. This is a fast way to edit an item, then continue to process the original selection. Choose an item in the list, close this plugin (Current Selection), and edit the item. Then use ESC to clear the selection, and run this plugin. The saved selection will be ready to use.

To use all editing features, click on Show Advanced Options. For simple browsing, click on Hide Options.

Selected objects sorted by: ☐ Bar ☒ Staff Object count: 36

Chord Symbol~Em~*~page 1~staff 1: Lever Harp~bar 1~beat 1~end bar *~end beat *~all voices~play on pass *
Notes~Rest~*~page 1~staff 1: Lever Harp~bar 1~beat 1~end bar *~end beat *~voice 1~play on pass *
Notes~Normal~E4~page 1~staff 1: Lever Harp~bar 1~beat 1.5~end bar *~end beat *~voice 1~play on pass 11111111
Notes~Normal~G4~page 1~staff 1: Lever Harp~bar 1~beat 1.75~end bar *~end beat *~voice 1~play on pass 11111111
Notes~Normal~G4~page 1~staff 1: Lever Harp~bar 1~beat 2~end bar *~end beat *~voice 1~play on pass 11111111
Notes~Normal~G4~page 1~staff 1: Lever Harp~bar 1~beat 2.25~end bar *~end beat *~voice 1~play on pass 11111111
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Chord Symbol~C~*~page 1~staff 1: Lever Harp~bar 2~beat 2~end bar *~end beat *~all voices~play on pass *
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Line~Slur above~*~page 1~staff 1: Lever Harp~bar 2~beat 2.5~end bar 2~end beat 2.75~voice 1~play on pass *

☐ View object's bar

Objects displayed in list
☒ All selected objects
☐ One object per bar/staff
☐ One object per bar

Run plugin on score selection

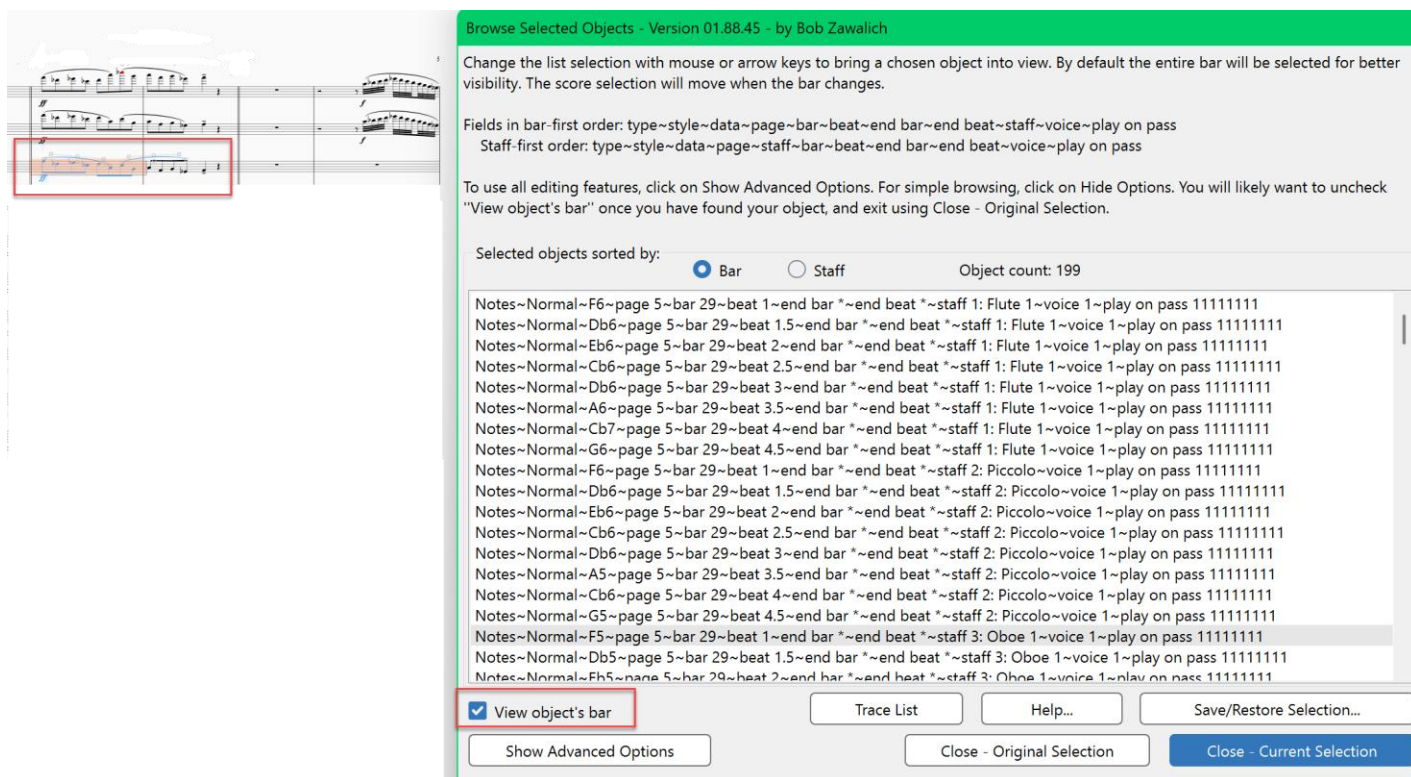
Close dialog and select...

This dialog has all the features of the **Simple** version plus a number of features that allow more extensive editing of the selected objects.

Features common to both dialogs

View object's bar

When either form of the dialog comes up, an object in the list will be selected in the score and that object will be selected in the score. If **View object's bar** (the default) is checked, you should be able to see a passage (box) selection of the bar containing that object, so it should be easy to find it in the score, though you won't be able to tell which object in the bar was selected.



If you want to see the specific object you have selected, uncheck **View object's bar**, and you will see just the selected object marked. I have drawn a box around the single note here, but unless you know exactly where to look it can be very hard to locate visually.



I use **View object's bar** for rough navigation, and for finding the object visually, and then turn it off to look at the currently selected object.

Selected objects sorted by

The **Select objects sorted by** option lets you look at the selected objects staff-by-staff, showing objects horizontally in all bars for each staff, or bar-by-bar, showing objects vertically in all staves for each bar.



Staff order: process all the objects in all the selected bars in the first staff, left to right, then process all the objects in the 2nd staff, then the 3rd,...



Bar order: process all the objects in the first bar in the first staff, then all the objects in the first bar in the 2nd staff... When you have processed all the staves, repeat the process for the 2nd and following bars.

Fields in **Staff** order are: type~style~data~page~staff~bar~beat~end bar~end beat~voice~play on pass.

Fields in the listbox in **Bar** order are: type~style~data~page~bar~beat~end bar~end beat~staff~voice~play on pass.

If there is no value for a field, the * placeholder will be used. Only lines will have non-placeholder end bar/beat fields." Different objects may display different properties.

A NoteRest object in Staff order (staff field precedes bar/beat)

Notes~Normal~D4~page 6~**staff 10: Trumpet in C 1~bar 33~beat 1~end bar *~end beat ***~voice 1~play on pass 11111111

A Line object in Bar order

Line~Slur above~*~page 6~**bar 33~beat 2.5~end bar 33~end beat 2.75~staff 10: Trumpet in C 1~voice 1~play on pass ***

Close - Current Selection and Close - Original Selection

Close - Current Selection will close the dialog with the object or bar shown on screen selected when the dialog is gone. Use this if there is a specific object to want to investigate. If **View object's bar** is checked, the entire bar will be selected in the score. In the **Advanced Dialog**, this is marked as **OK**.

Close - Original Selection will close the dialog with objects that were selected before the dialog was run selected again. Use this if you have finished browsing the selection and want to get back to where you started. In the **Advanced Dialog**, this is marked as **Cancel**.

Saving and Restoring the Selection

When you run **Browse Selected Objects** a second time, the original selection will have been lost. To avoid having to run the filter each time you edit an object use **Save/Restore Selection...**

The first time **Browse Selected Objects** runs in a Sibelius session it will save the current selection. At this time the selection will likely be all the filtered objects, and it is a good time to save it.

It is also good to save the selection the first time you run **Browse Selected Objects** on a new selection.

If you have saved the selection, close **Browse Selected Objects**, then run it again, the list box will show what was selected when you ran the plugin, which may be a single object.

If you rerun the plugin, and had saved the selection previously, you can click on **Save/Restore Selection** and restore the saved selection without needing to rerun a filter. When you restore the selection, the list box will refill with all the previously selected objects, and you can continue where you left off in the original selection.

If you had saved a selection, and then exit the plugin, you can remove any selection (using **Esc**), and when **Browse Selected Objects** is run it will recognize that as a request to bring up its dialog with the saved selection restored. This saves steps when you are going back and forth between the score and the plugin a lot.

Options available only in the Advanced Dialog

Delete List Entry

You can delete an object in the list *from the score* with **Delete list entry**. The listbox entry for the deleted object will be removed as well.

Remove Entry From List and Select All List in Score

You can remove items from the list with **Remove Entry From List**, which effectively removes them from the selection, **but does not delete the object in the score**. Uncheck **View object's bar** to make it clear which object is being removed. You can reset the score selection to be the remaining list items using **Select All List in Score** and then run a plugin on that selection without leaving the dialog.

This plugin is unable to delete or remove the last/only entry in the listbox.

If you want to delete that entry, be sure **View object's bar** is unchecked, then close the dialog using **Current selection (OK)** and use the **Delete** key to delete that selected object. If the selected object is a note, chord, or rest, you may need to press **Delete** multiple times to get the result you want.

Objects displayed in list

If **All selected objects** is checked (the default), there will be a list entry for each object in the selection.

You can change the entries in the list box using the radio buttons labeled **Objects displayed in list** (in the Advanced Dialog only). You will see

- All the objects in the selection for **All selected objects** (the default)
- The first object found in each bar/staff combination for **One object per bar/staff**
- The first object found in each bar, regardless of the staff, for **One object per bar**

The second and third options will let you move around more quickly. You can change the option at any point if you want to see more detail.

Running another plug-in on the selection in the score (Advanced Dialog only)

While it would be desirable to be able to click in the score to edit it, then go back to the dialog to continue browsing, Sibelius plug-ins cannot work that way. Plug-in dialogs are “modal”, which means they keep the focus and you cannot click outside the dialog while it is up.

Browse Selected Objects is able to position the score under itself, but in order to make edits in the score you need to close the dialog, edit the score, and then run the dialog again. This plugin tries to make it seem as close to editing while the dialog is up as it can. It is very helpful to have this plugin assigned to a keystroke, or to use **Run Plugins By Name** or **My Plugins** to run a plugin, so you can quickly restart the plugin after an edit.

To run plugins from within **Browse Selected Objects**, you must also install the plugin **Run Plugins By Name** (category **Other**, version 02.20.00 or later).

Having to exit the plug-in, modify something in the score and then rerun the plug-in and restore the selection again can itself get tedious, so **Browse Selected Objects** can also run another plug-in on the current selection without exiting.

If you click **Choose and Run Plugin** it will bring up **Run Plugins By Name** (if installed), which will let you choose a plug-in to run. If you are using version 02.20.00 or later of **Run Plugins By Name**, you will be able to click on **Run Last Plugin**, which will repeat the last plug-in that had been chosen and run.

Plugins run this way **will affect only the single object specified in the list**, even if the option **View object's bar** is checked.

You should choose a plug-in that operates on the current selection in the active score, which most plug-ins do. Make sure the object selected is what you want the plug-in to act upon. If the plug-in to be run has an option to hide its dialog, it is possible to just click on the **Run Last Plugin** button and have it work with no additional dialogs.

Some plugins that can be useful in this context are **Flip Selected Notes** and **Trace Bar Object Properties**. You can also generate custom plugins in **Execute Commands** or in plugins that have a **New Plugin...** button, that would preforms simple tasks without bringing up a dialog. For example, there is a **cmdutils** command you can call in **Execute Commands**

`ApplyNamedColor_cu(Red)`

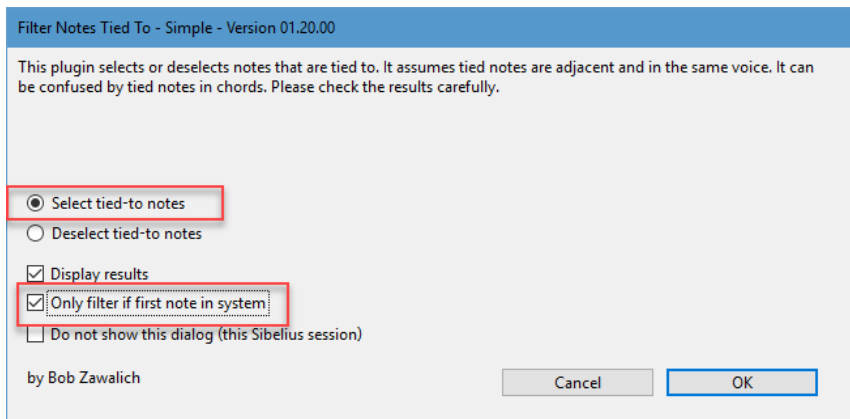
that will change the color of selected objects to a specified color. You could call the plugin **Apply Named Color** instead, but it will bring up its dialog every time it is run. That is not so bad for a one-time use, but if this is something you will be doing often, some customization of tools could speed up the workflow.

Appendix 1: An example of using **Browse Selected Objects**

Here is a problem that I was discussing with music engraver Bill Holab. He had a large orchestral score, about 60 staves, 250 or so pages, and 3000-odd bars. When there were notes that were tied across system breaks or page breaks he felt there was often not enough space allocated for the ties, so he wanted to add more space where appropriate. There are a lot of places to review, and it would be easy to miss some when reviewing them manually.

I had 2 plug-ins I thought would be useful, **Filter Notes Tied To-Simple** (category **Filter and Find**) to filter appropriate notes, and **Set Space Before First Note In Bar** (category **Engravers' Tools**) to add extra space before the first note in a bar, and thus increase the size of the initial ties.

With the entire score selected, select all the bars with tied-to notes across system and page breaks by running **Filter Notes Tied To-Simple** (category **Filter and Find**) with the option to select only the notes that are in the first bar of a system. **Filter Notes Tied To-Simple** can only make intelligent guesses about which notes are tied-to, so you should assume there may be some false positives or negatives, but it is still the best tool I know of to filter these kinds of notes.



With all these notes selected, there are 2 choices for using **Set Space Before First Note In Bar** to add extra space at the start of the bars in the selection. One is to look at each bar that contains selected notes and decide if that bar should be respaced. The other way is to run the plug-in on all the selected bars at once, then examine the results, and change back any that did not need respacing.

Bill decided that adding an extra .75 spaces would work for most cases, so he ran **Set Space Before First Note In Bar** on the entire selection. At this time, I had not written **Browse Selected Objects**, so he went through the score page-by-page to examine the results.

Set Space Before First Note In Bar - Version 01.05.00

Set the value of the space before the first note in a bar to all selected bars. Other bars will not be affected. This can provide extra space for symbols or other staff objects.

The value specified here can replace the current value from the Note Spacing rule for this score or it can be added to that value. Manual spacing adjustments will be lost.

Offset for gap before first note in bar from the Note Spacing Rule: spaces

☒ Add to existing gap
☐ Replace existing gap

☐ Do not show this dialog (this Sibelius session)

by Bob Zawalich

Browse Selected Objects would have made the reviewing process easier.

Using **Browse Selected Objects** to review a selection.

While you can **Save and Restore** a selection in the Simple Dialog as well as the Advanced Dialog, let's show all the features of the Advanced dialog here.

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Change the list selection with mouse or arrow keys to bring a chosen object into view. By default the entire bar will be selected for better visibility. The score selection will move when the bar changes.

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If there is a saved selection and you run this plugin with nothing selected, this plugin will open displaying the saved selection. This is a fast way to edit an item, then continue to process the original selection. Choose an item in the list, close this plugin (Current Selection), and edit the item. Then use ESC to clear the selection, and run this plugin. The saved selection will be ready to use.

To use all editing features, click on Show Advanced Options. For simple browsing, click on Hide Options.

Selected objects sorted by: ☒ Bar ☐ Staff Object count: 36

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 Notes~Rest~*~page 1~bar 1~beat 1~end bar *~end beat *~staff 1: Lever Harp~voice 1~play on pass *
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☐ View object's bar

Objects displayed in list
☒ All selected objects
☐ One object per bar/staff
☐ One object per bar

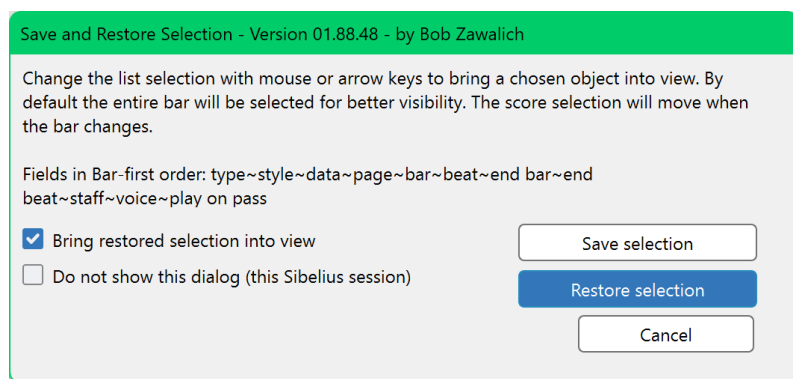
Run plugin on score selection

Close dialog and select...

Browse Selected Objects shows you a list of all the filtered objects. If you click on a list entry, the plugin brings the object, or often its entire bar, into view, and you can inspect it to see if that object needs to be changed.

If you want to change an object, you could close **Browse Selected Objects**, using the **Current Selection Close** button, then edit the object in the score. But then you would like to continue checking out the other filtered objects. Normally, that would mean running your filter again, then running **Browse Selected Objects** again, then repeating the process of examining the selected objects, editing one and restarting **Browse Selected Objects**.

Browse Selected Object was designed to improve this workflow, mainly by letting you save and restore a selection. When you first run Browse Selected Objects on a selection set of filtered objects, you can **Save** the selection to be used later. Save/Restore Selection will bring up this dialog. If no selection has been saved, or the saved selection is not the one you want, you can save the current selection. At a later time, you can **Restore** the saved selection, which will fill the list box with all those filtered objects.



When **Browse Selected Objects** starts up it takes whatever is selected, which could be a passage selection or some filtered objects, and adds an entry in its list box for each selected object.

This is great the first time you run **Browse Selected Objects** on a selection after a filter, because you can see all those objects and check them out one by one, and they are all available in the listbox. But if you see something you want to change, and return to the score, you can fix it. Now you might like to return to the list of objects to look at more of them. But at this point the original filtered list is gone. If you run Browse Selected Objects again, the list box will show only what is currently selected, which is probably not what you want.

If you had saved your original selection of all the filtered objects before you closed Browse Selected Objects, you could then click on **Save/Restore Selection** and restore your saved selection into the listbox and continue browsing.

This is a big improvement. But still, if you have a big score with lots of filtered objects to change, closing Browse Selected Objects, editing, restarting Browse Selected Objects, and restoring the selection is a fair number of steps.

I made two changes to the plugin. The first was that it will save your selection automatically the first time the plugin is run in a Sibelius session. That way, if you don't think to save it, you can still return to Browse Selected Objects and restore your selection. My assumption is that when you have a different filtered selection to process, you can save that manually the first time it comes up in the plugin.

I noticed that if you had cleared the selection and then ran **Browse Selected Objects**, it would tell you that nothing was selected, tell you to make a selection, and to try again.

Since there would never be any advantage to running the plugin without a selection, I decided to repurpose the empty selection. Instead of giving you an error message, **Browse Selected Objects** looks to see if there is a saved selection, and if so, it opens with that selection restored.

This saves you restoring the selection if you close **Browse Selected Objects** to edit an object and then want to return. Instead of running it with the object you changed selected, then explicitly restoring your selection, you just use **ESC** to clear the selection, run the plugin, and it opens with your last saved selection restored.

This is the way I recommend using the plugin when you are editing objects. You will also find it useful to assign a keyboard shortcut to **Browse Selected Objects**, so you can bring it back easily.

1. In the example I discussed above, let's say that we have a selection of filtered notes on which we had run **Set Space Before First Note In Bar**. This would be a good time to use **View > Invisibles > Bar Numbers to** make bar numbers visible in every bar.
2. Run **Browse Selected Objects** and choose **Save/Restore Selection** to save the current selection. Be sure that **Selected objects sorted by** is set to **Bar** for this example – however it is often useful to sort by staff so you can look along a single staff bar by bar.
3. To look at each bar, choose **All selected objects**, or **One object per bar/staff** (which could give him fewer objects in the list to scroll through), and use the arrow keys to look at each bar that has tied-to notes.
4. To change an object in the score, click on the **Close dialog** button **Current Selection**, and you will be back in the score to make edits.
5. Once you have made edits, press **ESC** to cancel any selection, then run **Browse Selected Objects** again. Since there was a saved selection, the objects in the selection will be in the listbox when it opens.
6. Browse in the list and repeat the above procedure until you are finished.

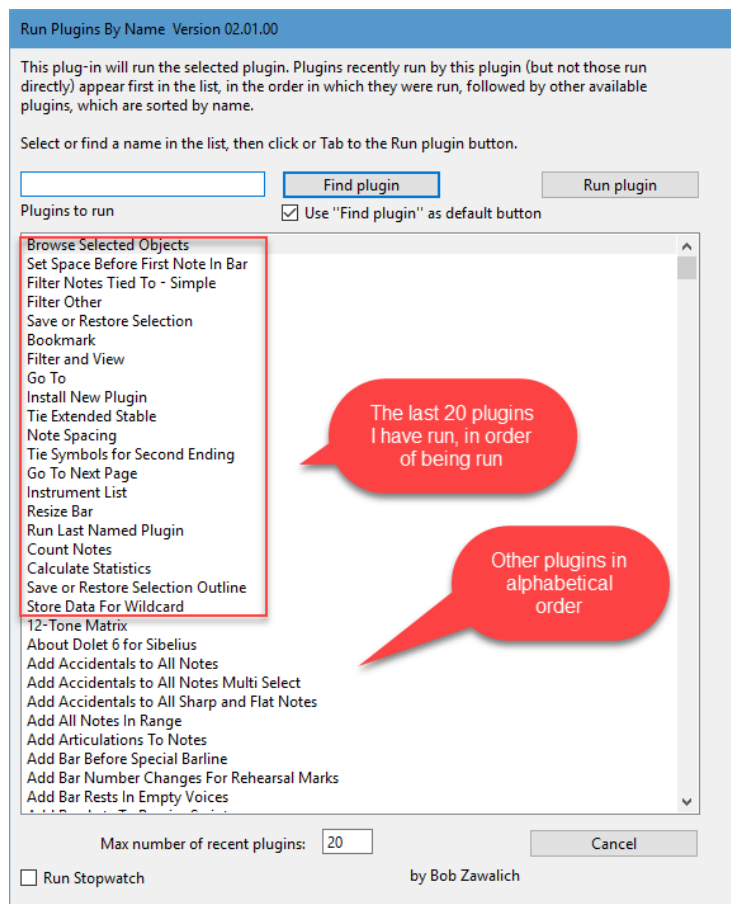
Appendix 2: Managing multiple plug-ins in a workflow

Running each plug-in from its menu is pretty tedious. You could assign a shortcut to each plug-in, or type the plugin name into Command Search, but that is also tedious. Here are 2 schemes for managing multiple plug-ins.

1. Use **Run Plugins By Name** and **Run Last Named Plugin** (category **Other**).

Run Last Named Plugin will be installed automatically when you install **Run Plugins By Name**. I personally have keyboard shortcuts assigned to these 2 plug-ins at all times. This requires no setup and works very well, especially if the plug-ins you run change a lot.

Run Plugins By Name shows an alphabetical list of all the plug-ins installed on your machine, and has a **Find** button where you can enter part of the name and it will find the plug-in. When you run a plug-in from this plug-in its name will be moved to the top of the list so you can find it quickly later. The last several plug-ins you have run will hang around at the top of the list, and you will be able to access them with a few clicks. **Run Last Named Plugin** immediately runs the last plug-in that had been run through **Run Plugins By Name**. If you have a shortcut assigned to it, it is very easy to keep rerunning the same plug-in.



2. Use **My Plugins** (category **Other**)

My Plugins also presents a list of installed plug-ins, but it is a smaller list, and you need to add the plug-ins to the list. Once added, each plug-in has a single-number or single-letter shortcut inside the plug-in listbox. You can assign a shortcut to it and set up the plug-ins you will be using, then run the plug-in, type the shortcut number or letter, and choose **Run Plugin**.

This requires more setup than **Run Plugin By Name** but if you use the same plug-ins often, it is very easy to run the plug-ins you have in your list (up to 35 plug-ins), plus the internal shortcuts are stable and only change if you move plug-ins around. If you set **Run Plugin if list box changes**, then clicking on a plug-in name will run it immediately. One faster way to fill the **My Plugins** list is to create a text file containing plug-in file names and import them all at once into **My Plugins**.

