



Upgrading to
Sibelius 5

Edition 5.1a
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Booklet written by Daniel Spreadbury.

Please email any suggestions for improvements to this booklet to docs@sibelius.com (but please do not use this address for suggestions or queries about the Sibelius program itself – see the separate **Latest information & technical help sheet** for the correct address for your country).

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Introduction

Thank you for upgrading to Sibelius 5. We are sure that you will find this major upgrade faster, smarter and easier than ever before. With the new Ideas feature, you can capture, organize, retrieve, and re-use every melody, motive or other musical material you come up with, putting it all at your fingertips. Panorama displays your score on a single continuous system on an infinitely-wide page, allowing you to let your creativity flow without worrying about page layout. With a new high-quality sound library and the ability to use any virtual instrument or effect seamlessly within Sibelius, you can hear your score played back more realistically than ever before. You can make instrumental cues for your parts in moments, change instruments anywhere along a staff, create title and other blank pages with a single click – and that’s only the beginning!

This booklet tells you how to install your new version of Sibelius and summarizes all of the improvements. Refer to Sibelius Reference (see below) to get full details of how to use the new features.

We strongly recommend that you read this booklet in its entirety before you use your upgrade. At the very least, you *must* follow the upgrade instructions on the next few pages.

Sibelius Reference

Sibelius 5’s documentation is split into two: the Handbook, which tells new users how to install the software and introduces them to its basic features; and Reference, which explains every feature of the program in detail. You don’t need the Sibelius 5 Handbook so it isn’t included with this upgrade.

Reference is available on-screen from within Sibelius 5: simply choose **Help** ▶ **Sibelius Reference** (shortcut **F1** or **⌘?**), and it will open in Adobe Reader (Windows) or Preview (Mac).

Reference is also available as an optional printed book. If you would like to buy one, please visit www.sibelius.com/buy for more information.

Here are the main additions and changes to Sibelius Reference since Sibelius 4:

- **3. Text** and **7. Files** have been reorganized, with a larger number of shorter topics, to make it easier to find specific help
- **5.4 Dynamic parts** has also been moved to a new chapter, **6. Parts**, and split into shorter topics
- All the new features and improvements either have new topics or substantially revised existing topics, and you will see directions to these topics at the appropriate points in this booklet.

In your upgrade pack

In addition to this booklet, check that you have received all of the following items:

- Sibelius 5 DVD-ROM
- Upgrade Code (or codes, if you have more than one Sibelius copy with different serial numbers), which will be printed on a separate sheet of paper
- **Latest information and technical help** sheet
- Reference book (if you opted to purchase it along with your upgrade).

Installation

Upgrading on Windows

Important

If you are installing your upgrade onto the same computer as your previous version of Sibelius:

- Do not uninstall your previous version of Sibelius before installing the upgrade
- Make sure that the copy of Sibelius you wish to upgrade is registered (and for Sibelius 2.x and Sibelius 1.x, does not have its saving feature transferred to another computer). You can upgrade an unregistered copy of Sibelius, but it will still be unregistered after the upgrade.

If you are installing your upgrade onto a different computer than your previous version of Sibelius:

- If you are upgrading from Sibelius 3 or Sibelius 4, run your previous version of Sibelius on your old computer and choose **Help ▶ Unregister Sibelius** to unregister Sibelius over the Internet *before* installing Sibelius 5 on your new computer
- If you are upgrading from Sibelius 2 or Sibelius 1.4, uninstall your previous version of Sibelius from your old computer *before* installing Sibelius 5 on your new computer – see **Uninstalling older versions of Sibelius** on page 14.

Whichever version of Sibelius you are upgrading from, if you are installing Sibelius 5 on a new computer, you *do not* need to install your previous version of Sibelius on your new computer in order to install your upgrade.

Minimum requirements

Minimum requirements for Sibelius 5 alone:

Windows XP SP2 or Windows Vista, 512MB+ RAM, 350MB hard disk space, DVD-ROM drive

Additional recommendations for using Sibelius Sounds Essentials and Kontakt Player 2, especially for scores with many instruments:

1GB+ total RAM, 3.5GB total hard disk space, ASIO-compatible soundcard

You can use Sibelius Sounds Essentials if your computer doesn't meet the recommended requirements, but you may find that you cannot use as many sounds simultaneously.

You must be running at least Windows XP Service Pack 2 to install and run Sibelius 5. If you have Windows 95, Windows 98, Windows Me, Windows 2000 or Windows NT 4.x, you need to purchase an upgrade to a more recent version of the Windows operating system.

How to determine if you are running Windows XP Service Pack 2

If you have Windows XP but are unsure whether or not you have Windows XP Service Pack 2:

- Click the **Start** button, then choose **Run...**
- Type **winver** in the **Open** box, and hit **Return** (on the main keyboard)

Installation

- You will see a simple window, like this:



You should see **Service Pack 2** at the end of the second line of text. If you don't, then you need to update to Service Pack 2. The simplest way of doing this is to download it automatically by choosing **Windows Update** from the Start menu. If the computer on which you want to run Sibelius isn't connected to the Internet, you can obtain Windows XP Service Pack 2 on CD-ROM or via a special download that can be burned to CD and deployed on another computer. See <http://www.microsoft.com/windowsxp/sp2/default.mspx> for more details.

Sibelius 1.x users

If you are installing your upgrade onto the same computer as your previous version of Sibelius, check that your previous version of Sibelius is 1.2 or later. To do this, run Sibelius, then choose **Help ▶ About Sibelius**. The version number is shown in the bottom right-hand corner of the window that appears.

Important: If you are running a version of Sibelius earlier than 1.2:

- Quit Sibelius, if it is running
- Insert your Sibelius 5 DVD-ROM; after a few moments, a menu will appear. Click **Browse this DVD**.
- A Windows Explorer window will appear, showing you the contents of the DVD-ROM. Double-click the **Update Sibelius 1.x to 1.4** folder, and finally double-click the **Update Sibelius (English)** icon to update your existing version of Sibelius to 1.4.
- Follow the instructions on-screen; you may be prompted to restart your computer. If so, wait for your computer to restart.
- Now run Sibelius again to check that the update has been successful. *It is very important that you run Sibelius after you update it!*
- The splash screen should say "Version 1.4." If you missed the splash screen, check the version again from **Help ▶ About Sibelius**.
- Quit Sibelius again.

Multiple copies and site licenses

If you have more than one copy of Sibelius using the same serial number, such as a 5-pack, second registration or laptop copy, simply follow the same upgrading instructions on each computer, using the same Upgrade Code.

If you have more than one Sibelius serial number (e.g. two 5-packs), follow the upgrading instructions on each computer, using the Upgrade Code that applies to the Sibelius serial number used on that computer. The Upgrade Code in each upgrade pack says which serial number it applies to. If you're not sure which serial number is used on which computer, don't worry – Sibelius tells you when it asks for the Upgrade Code.

If you have a Sibelius network license, please read the separate **Installing and registering network site licenses** booklet enclosed in the upgrade box.

Administrator privileges

You must install Sibelius using a user account on your computer with administrator privileges. In order to register Sibelius after installing it, you must either be using an administrator user account, or be able to provide an administrator username and password when prompted.

Therefore we recommend that you install Sibelius 5, then after installing it, launch it and register it (if it is unregistered) *as an administrator user*.

After having registered the software, we recommend that you run Sibelius (like all other applications) as a non-privileged user, to increase the security of your system.

If you're the only person who uses your computer, or you don't know anything about user accounts or administrator privileges on your computer, you can safely ignore the above and install the software as usual.

Installing your upgrade

- Exit any programs that are running. It's a particularly good idea to exit any anti-virus programs loaded automatically at start-up (for example, McAfee Virus Scan or Norton AntiVirus).
- Take the Sibelius DVD-ROM out of its case, put it (labeled side up) in the DVD-ROM drive of the computer, and close the drive slot
- Wait for a few seconds. The DVD-ROM drive should start up and a dialog will appear on the screen.
- (If there's no sign of activity after a while, click the **Start** menu, choose **Run** and type **X:\amplayer**, where **X** is the letter of your DVD-ROM drive, then hit **Return** on the main keyboard.)
- On Windows Vista, you may see a small window called **AutoPlay** appear. Under **Install or run program**, click **Run amplayer.exe**.
- In the main installation window, click **Install Sibelius 5** to start upgrading Sibelius
- On Windows Vista, your screen may now go dark and a window titled **User Account Control** will appear. Click **Allow** to tell Windows that you are happy for the installation to proceed.
- If you do not have the Microsoft Windows Installer installed, you will be told that it must be installed. Click **Install**, and wait while the Windows Installer kit is installed. This may take a couple of minutes.
- Next, if you do not have the Microsoft .NET Framework 2.0 installed, you will be told that it must be installed. Click **Install**, then if you are prompted to read a license agreement, click **Accept** to accept the terms of the license agreement you are shown, and then wait patiently while the .NET Framework is installed. This may take a couple of minutes.

Installation

- Next, you will be told that the Visual C++ Runtime Libraries need to be installed. Click **Install** and wait while the libraries are installed.
- After a few more seconds, a window appears that says **Welcome to the Sibelius 5 Installation Wizard**. Click **Next**.
- You are given the opportunity to read the Sibelius license agreement, which is also at the end of Reference. Click **I accept the license agreement**, then click **Next**.
- The installer suggests a folder to install Sibelius into. Unless you have strong feelings about where you want Sibelius to go and you know how to alter it, leave this set to the default. You're asked if you want to install Sibelius for **Anyone who uses this computer** or **Only for me**, which determines whether everybody who uses your computer will see a shortcut to Sibelius on the Desktop, or just you. We recommend you leave it on **Anyone who uses this computer**. Click **Next**.
- It tells you you're now ready to install Sibelius. Click **Next**.
- Things flash and zoom past on the screen as Sibelius is installed. This may take several minutes.
- When the installer has completed, click **Finish** to return to the window that first appeared when you inserted the DVD-ROM.

Before you run Sibelius 5 for the first time, you should now consider whether to install any other applications from the Sibelius 5 DVD-ROM.

Installing Sibelius Sounds Essentials

Sibelius Sounds Essentials is a high-quality library of sounds for use with Sibelius – see **Sibelius Sounds Essentials** on page 29 for more details. To install it:

- If the window that appeared when you first inserted the Sibelius 5 DVD-ROM is still open, click **Install Sibelius Sounds Essentials** in that window to begin. If the window isn't visible, re-insert your Sibelius 5 DVD-ROM, and it will appear after a few seconds.
- After a few moments, the installer will start. Click **Next**.
- You are given the opportunity to read the Sibelius Sounds Essentials license agreement. Do so, then click **I Accept**.
- You will be told that installing the sound library will take some time, during which it may appear that the process has stopped. Click **Next**.
- You are told where Kontakt Player 2, the sample player used by Sibelius Sounds Essentials, will be installed. It is recommended that you accept the default location – so just click **Next**.
- Next you are told where the sample library itself will be installed. The sample library is around 3GB in size, so you should ensure that the chosen location has sufficient space. Normally the suggested default is fine, so unless you know you have insufficient space in that location, click **Next**.
- Next you are told where the Kontakt Player 2 VST virtual instrument will be installed. The default location should be `C:\Program Files\Sibelius Software\VSTPlugins`, and you should not change this. Click **Next**.
- Finally you are asked to choose the name of the Start menu group to add the Sibelius Sounds Essentials icons to. Just click **Next**.

- Now things flash and whizz across the screen as Sibelius Sounds Essentials is installed. You may notice that the **Time remaining** read-out says that the installation will be finished in 0 seconds for quite some time – this is normal. Just wait patiently while the library is installed; it may take several minutes.
- You will eventually be told that Sibelius Sounds Essentials has been installed successfully. Click **Finish**.

Installing Scorch

You should now install the latest version of Scorch, the free web browser plug-in for viewing, playing, transposing and printing Sibelius scores on the Internet:

- If the window that appeared when you first inserted the Sibelius 5 DVD-ROM is still open, click **Install Scorch** in that window to begin. If the window isn't visible, re-insert your Sibelius 5 DVD-ROM, and it will appear after a few seconds.
- After a few moments, a window appears that says **Welcome to the Sibelius Scorch Setup Wizard**. Click **Next**.
- You are given the opportunity to read the Scorch license agreement. Read it, click the **I Agree** radio button, then click **Next**.
- You are prompted to choose an installation folder for Scorch. Again, simply click **Next**.
- It tells you you're now ready to install Scorch. Click **Next**.
- Things flash and whizz across the screen as Scorch is installed. This only takes a few moments.
- When the installer has completed, click **Close**.

Installing PhotoScore Lite

Unless you have purchased PhotoScore Ultimate along with your upgrade or already have PhotoScore Ultimate (or an earlier version of PhotoScore Professional) installed, you should now install the latest version of PhotoScore Lite from your Sibelius 5 DVD-ROM:

- If the window that appeared when you first inserted the Sibelius 5 DVD-ROM is still open, click **Install PhotoScore Lite** in that window to begin. If the window isn't visible, re-insert your Sibelius 5 DVD-ROM, and it will appear after a few seconds.
- If your screen resolution is set to smaller than 1024 x 768, a message will pop up recommending you increase it. Just click **OK**.
- Click **Next** to see the license agreement for PhotoScore Lite. Read it and click **Next**.
- You're asked to fill in a few details: type in your **Name**; the **Product ID** field is filled in for you. When you've filled in the form, click **Next**.
- PhotoScore Lite tells you where it will be installed; again, you can change this if you have strong feelings about it. Otherwise, click **Next**.
- Click **Next** once more and PhotoScore Lite will be installed, then click **Finish**.

Upgrading Sibelius Sounds products

If you have Kontakt Gold (which is now called Sibelius Sounds Gold), Garritan Personal Orchestra Sibelius Edition or Sibelius Rock and Pop Collection, you will need to upgrade them to use them with Sibelius 5. You can download your free upgrade for these products from the Sibelius web site:

http://www.sibelius.com/products/sibelius_sounds/upgrade.html

Running for the first time

Running Sibelius 5 for the first time completes the upgrade procedure.

- On Windows XP:
 - Run Sibelius 5 either by double-clicking the icon on your desktop, or by choosing **Start ▶ Programs ▶ Sibelius Software ▶ Sibelius 5**. Then the following will happen:
 - If you are not logged in as an administrator user, you will be asked for the administrator user-name and password.
- On Windows Vista:
 - Click the **Start** button
 - Select **Computer** from the menu to see your computer's disk drives
 - Navigate to **C:\Program Files\Sibelius Software\Sibelius 5**
 - Right-click the **Sibelius** application icon and select **Run as Administrator** from the context menu. (After you have successfully upgraded Sibelius, you can quit the program and then run it from the shortcut in the Start menu as normal; there is no need to **Run as Administrator** once you have completed the upgrade procedure.)
 - If you are logged in as an administrator user on Windows Vista, you may be prompted to give your permission for the procedure to continue.
- You are asked if you have an earlier registered version of Sibelius installed on your computer.

If you have installed your upgrade on the same computer as your previous version of Sibelius, click **Yes**, then:

- Sibelius will show you a list of all the copies of Sibelius installed on your computer. Typically you will only see one copy listed (i.e. the copy of Sibelius from which you are upgrading), so choose it and click **OK**.
- The **Enter Upgrade Code** dialog appears. Fill out your name, and then enter your Upgrade Code. The Upgrade Code is printed on a sheet of paper included inside your upgrade pack – type it in and click **OK**. If you have more than one Sibelius serial number and hence more than one Upgrade Code, ensure you type the Upgrade Code for the appropriate serial number. (It will tell you if you typed the wrong one in any case.)
- Click **OK**, and the Sibelius 5 splash screen will appear.

If, on the other hand, you have installed your upgrade on a different computer than your previous version of Sibelius, click **No**, then:

- You will be prompted to enter your Sibelius serial number. You will find this on the back of the CD case that your *original* version of Sibelius came in; it's the number beginning with **S**.
- Click **OK**, and the Sibelius 5 splash screen will appear.
- You will then be prompted to register Sibelius. You should do this now, so choose the **On the Internet** radio button and click **Next**, then follow the instructions on the screen. If you need help with registering Sibelius, refer to **Registering Sibelius** in the Handbook.
- You will be told that Sibelius has been registered successfully.

- When Sibelius has loaded, the **Quick Start** dialog appears. Switch off **Show this each time Sibelius starts** if this kind of thing annoys you.

Now you've finished installing Sibelius, take your Sibelius 5 DVD-ROM and put it in your existing Sibelius CD-ROM case, and throw away any old Sibelius CD-ROMs you have lying around (as they will no longer be of use). It's important that you put your new DVD into the old case, because the case has your serial number printed on the back.

Restoring old files

You may have written or customized plug-ins, manuscript papers, feature sets, Arrange styles, etc. in earlier versions of Sibelius. Each version of Sibelius stores these files in different locations, and if you want to use them in Sibelius 5, you'll need to copy them manually from their old location to the appropriate new one. To find the location where Sibelius 5 keeps user-created files:

- Double-click **My Computer** or open a **Windows Explorer** window
- Choose **Tools** ▶ **Folder Options**, and click the **View** tab
- Under **Advanced Settings**, make sure **Show hidden files and folders** is selected
- Click **OK** to close the **Folder Options** dialog
- Navigate to the appropriate folder for your version of Windows:
 - Windows XP: **C:\Documents and Settings\username\Application Data**
 - Windows Vista: **C:\Users\username\AppData\Roaming**
- You may now see a folder called **Sibelius Software**, in which case double-click the folder to go inside it. If you don't see that folder, choose **File** ▶ **New Folder**, type **Sibelius Software** as the name of the folder, then double-click the newly-created folder to go inside it.
- Choose **File** ▶ **New Folder** again, and type **Sibelius 5** as the name of the folder. Double-click the newly-created folder to go inside it.

This is the location in which Sibelius 5 expects to find customized data like plug-ins, manuscript papers, and so on, each type within its own folder.

If you are upgrading from Sibelius 4 and have modified any of these files, you will already have a folder called **Sibelius 4** in the same location. You can simply drag the folders from the **Sibelius 4** folder into your new **Sibelius 5** folder.

If you are upgrading from Sibelius 1, Sibelius 2 or Sibelius 3, you will need to move *only those files that you have customized (and want to keep)* from their old location to the new one as follows:

<i>Component type</i>	<i>Old location:</i> C:\Program Files\Sibelius Software\Sibelius 3\	<i>Sibelius 5 location:</i> ...\Sibelius Software\Sibelius 5\
Arrange styles	Arrange Styles\	Arrange Styles\
House Styles	House Styles\	House Styles\
Manuscript paper	Manuscript paper\	Manuscript paper\
Feature sets	Menus and Shortcuts\	Menus and Shortcuts\
Plug-ins	Plugins\	Plugins\
Scorch web templates	Manuscript paper\	Scorch Templates\
Textures	Textures\	Textures\

Installation

Most of these old folders won't exist if you are upgrading from Sibelius 1, so you won't have to copy anything from them.

Whichever version you're upgrading from, note that:

- Due to changes in Manuscript, plug-ins you have created or edited yourself may no longer work in Sibelius 5; consult the Manuscript documentation in the **Extras** folder for more details.
- Due to changes in sound sets, sound sets created in any previous version of Sibelius will not work in Sibelius 5.
- To take advantage of many of Sibelius 5's new features, you will need to import one of the new Sibelius 5 house styles into your existing scores and manuscript papers, or else recreate your own manuscript papers from scratch in Sibelius 5.

Uninstalling older versions of Sibelius

Note that your previous copy of Sibelius 1.x, 2.x, 3.x or 4.x will still be on your computer but will no longer be registered, so we recommend that you uninstall it. To uninstall Sibelius, go to **Start ▶ Settings ▶ Control Panel**, and double-click **Add/Remove Programs** (Windows XP) or **Programs and Features** (Windows Vista).

You should see **Sibelius**, **Sibelius 2**, **Sibelius 3** or **Sibelius 4**, then **Sibelius 5**, one after the other in the list – select the old version and then click **Change/Remove** (Windows XP) or **Uninstall** (Windows Vista). *Make sure you do not select Sibelius 5 as this will delete the new version.* Then follow the instructions on the screen to uninstall the old version.

Upgrading on Mac

Important

If you are installing your upgrade onto the same computer as your previous version of Sibelius:

- Do not uninstall your previous version of Sibelius before installing the upgrade
- Make sure that the copy of Sibelius you wish to upgrade is registered (and for Sibelius 2.x and Sibelius 1.x, does not have its saving feature transferred to another computer). You can upgrade an unregistered copy of Sibelius, but it will still be unregistered after the upgrade.

If you are installing your upgrade onto a different computer than your previous version of Sibelius:

- If you are upgrading from Sibelius 3 or Sibelius 4, run your previous version of Sibelius on your old computer and choose **Help ▶ Unregister Sibelius** to unregister Sibelius over the Internet *before* installing Sibelius 5 on your new computer
- If you are upgrading from Sibelius 2 or Sibelius 1.4, uninstall your previous version of Sibelius from your old computer *before* installing Sibelius 5 on your new computer – see **Uninstalling older versions of Sibelius** on page 20.

Whichever version of Sibelius you are upgrading from, if you are installing Sibelius 5 on a new computer, you *do not* need to install your previous version of Sibelius on your new computer in order to install your upgrade.

Minimum requirements

Sibelius 5 is a Universal application, which means that it runs on both older Macs with PowerPC processors and new Macs with Intel processors.



Minimum requirements for Sibelius 5 alone:

Mac OS X 10.4 or later, 512MB+ RAM, 350MB hard disk space, DVD-ROM drive

Additional recommendations for using Sibelius Sounds Essentials and Kontakt Player 2, especially for scores with many instruments:

G5 or Intel processor, 1GB+ total RAM, 3.5GB total hard disk space

You can use Sibelius Sounds Essentials if your computer doesn't meet the recommended requirements, but you may find that you cannot use as many sounds simultaneously.

If you are running a version of Mac OS X earlier than Mac OS X 10.4, you cannot install and run Sibelius. You may want to upgrade Mac OS X now, although this normally incurs an upgrade fee. See www.apple.com for details.

It is recommended that you are running the most up-to-date version of Mac OS X to use Sibelius. Choose the **Software Update** pane from **System Preferences** to check that you are using the latest version.

How to determine if you are running Mac OS X 10.4 Tiger or later

Choose **About This Mac** from the Apple menu. You will see a simple window, like this:



Just below the large text that reads **Mac OS X** you will see text that reads something like **Version 10.4.9**. Provided the first part of this number is **10.4** or greater, you are running Mac OS X 10.4 Tiger or a newer version of Mac OS X, and you can install and run Sibelius 5.

Multiple copies and site licenses

If you have more than one copy of Sibelius using the same serial number, such as a 5-pack, second registration or laptop copy, simply follow the same upgrading instructions on each computer, using the same Upgrade Code.

If you have more than one Sibelius serial number (e.g. two 5-packs), follow the upgrading instructions on each computer, using the Upgrade Code that applies to the Sibelius serial number used on that computer. The Upgrade Code included in each upgrade pack says which serial number it applies to. If you're not sure which serial number is used on which computer, don't worry – Sibelius tells you when it asks for the Upgrade Code.

If you have a Sibelius network license, please read the separate **Installing and registering network site licenses** booklet enclosed in the upgrade box.

Administrator privileges

In order to correctly install and register Sibelius 5, you will need to be logged into your computer using a user account that has administrator privileges.

Therefore we recommend that you install Sibelius 5, then after installing it, launch it and register it (if it is unregistered) *as an administrator user*.

After having registered the software, we recommend that you run Sibelius (like all other applications) as a non-privileged user, to increase the security of your system.

If you're the only person who uses your computer, or you don't know anything about user accounts or administrator privileges on your computer, you can safely ignore the above and install the software as usual.

Installing your upgrade

- Take the Sibelius DVD-ROM out of its case, put it (labeled side up) in the DVD-ROM drive of the computer, and close the drive slot.
- Wait for a few seconds. An icon for the DVD, labeled **Sibelius 5**, should appear on your desktop, and a window should open automatically; if it doesn't, double-click the **Sibelius 5** icon.
- To install your upgrade, simply drag the **Sibelius 5** icon off the DVD into the **Applications** folder on your Mac's hard disk. Don't double-click the Sibelius 5 icon in the DVD's window, as Sibelius will not work properly when run directly from the DVD-ROM.
- A progress bar will appear as the application is copied to your hard disk; when it disappears, Sibelius has been successfully installed.

Before you run Sibelius 5 for the first time, you should now consider whether to install any other applications from the Sibelius 5 DVD-ROM.

Installing Sibelius Sounds Essentials

Sibelius Sounds Essentials is a high-quality library of sounds for use with Sibelius – see **Sibelius Sounds Essentials** on page 29 for more details. To install it:

- Insert the Sibelius 5 DVD-ROM, if it's not already in the drive.
- Double-click **Install Sibelius Sounds Essentials** to start the installation.
- You will be prompted to enter your administrator password; do so, then click **OK**.
- After a few moments, you will be prompted to choose a location to install Kontakt Player 2. By default it will create a folder called **Kontakt Player 2** inside **Applications** on your Mac's main hard disk. Unless you feel strongly about where it should go, just click **Continue**.
- Next you are prompted to choose between an **Easy Install** or a **Custom Install**. Leave it set to **Easy Install** and click **Install**.
- A progress bar zooms across the screen as the sample library is installed. This will take several minutes to complete, so wait patiently, even if nothing appears to be happening.
- Finally the installation is complete! Click **Quit** to close the installer.

Installing Scorch

You should install the latest version of Sibelius Scorch (which allows you to view, play, transpose and print Sibelius scores on the internet), so double-click the **Other Applications** folder in the **Sibelius 5** DVD window. Another window with smaller icons will appear. Double-click **Install Scorch**:

- You are prompted to type your computer's administrator password. Type it, and click **OK**.
- You are given the opportunity to read Scorch's license agreement; read it, and click **Accept**
- On the next screen, simply click **Install**
- A progress bar zooms across the screen, and you're then told that installation was successful. Click **Quit**.

Installing PhotoScore Lite

Unless you have purchased PhotoScore Ultimate along with your upgrade or already have PhotoScore Ultimate (or an earlier version of PhotoScore Professional) installed, you should now install

the latest version of PhotoScore Lite. Double-click the **Other Applications** folder in the Sibelius 5 DVD window. Another window with smaller icons will appear, then double-click **Install PhotoScore Lite**:

- You are shown PhotoScore Lite's license agreement; read it, and click **Accept**
- On the next screen, simply click **Install**
- A progress bar zooms across the screen, and you're then told that installation was successful. Click **Quit**.

Upgrading Sibelius Sounds products

If you have Kontakt Gold (which is now called Sibelius Sounds Gold), Garritan Personal Orchestra Sibelius Edition or Sibelius Rock and Pop Collection, you will need to upgrade them to use them with Sibelius 5. You can download your free upgrade for these products from the Sibelius web site:

http://www.sibelius.com/products/sibelius_sounds/upgrade.html

Running for the first time

Running Sibelius 5 for the first time completes the upgrade procedure. So run Sibelius by double-clicking the **Sibelius 5** icon in the **Applications** folder:

- You will be prompted to type your computer's administrator password. Type it, and click **OK**.
- The **Sibelius License Agreement** is displayed. Read it and click **Agree**.
- You are asked if you have an earlier version of Sibelius installed on your computer.

If you have installed your upgrade on the same computer as your previous version of Sibelius, click **Yes**, then:

- Sibelius will show you a list of all the copies of Sibelius installed on your computer. Typically you will only see one copy listed (i.e. the copy of Sibelius from which you are upgrading), so choose it and click **OK**.
- The **Enter Upgrade Code** dialog appears. Fill out your name, and then enter your Upgrade Code. The Upgrade Code is printed on a sheet of paper included inside your upgrade pack – type it in and click **OK**. If you have more than one Sibelius serial number and hence more than one Upgrade Code, ensure you type the Upgrade Code for the appropriate serial number. (It will tell you if you typed the wrong one in any case.)
- Click **OK**, and the Sibelius 5 splash screen will appear.

If, on the other hand, you have installed your upgrade on a different computer than your previous version of Sibelius, click **No**, then:

- You will be prompted to enter your Sibelius serial number. You will find this on the back of the CD case that your *original* version of Sibelius came in; it's the number beginning with **S**.
 - Click **OK**, and the Sibelius 5 splash screen will appear.
 - You will then be prompted to register Sibelius. You should do this now, so choose the **On the Internet** radio button and click **Next**, then follow the instructions on the screen. If you need help with registering Sibelius, refer to **Registering Sibelius** in the Handbook.
 - You will be told that Sibelius has been registered successfully.
- When Sibelius has loaded, the **Quick Start** dialog appears. Switch off **Show this each time Sibelius starts** if this kind of thing annoys you.

Now you've finished installing Sibelius, take your Sibelius 5 DVD-ROM and put it in your existing Sibelius CD-ROM case, and throw away any old Sibelius CD-ROMs you have lying around (as they will no longer be of use). It's important that you put your new DVD into the old case, because the case has your serial number printed on the back.

Restoring old files

Advanced users only

You may have written or customized plug-ins, manuscript papers, feature sets, Arrange styles, etc. in earlier versions of Sibelius. Each version of Sibelius stores these files in different locations, and if you want to use them in Sibelius 5, you'll need to copy them manually from their old location to the appropriate new one.

To find the location where Sibelius 5 keeps user-created files:

- Open a new Finder window
- Navigate to `/Users/username/Library/Application Support`
- You may now see a folder called **Sibelius Software**, in which case double-click the folder to go inside it. If you don't see that folder, type `⌘#N` to create a new folder, and type **Sibelius Software** as the name of the folder. Double-click the newly-created folder to go inside it.
- Type `⌘#N` again, and type **Sibelius 5** as the name of the folder. Double-click the newly-created folder to go inside it.

This is the location in which Sibelius 5 expects to find customized data like plug-ins, manuscript papers, and so on, each type within its own folder.

If you are upgrading from Sibelius 4 and have modified any of these files, you will already have a folder called **Sibelius 4** in the same location. You can simply drag the folders from the **Sibelius 4** folder into your new **Sibelius 5** folder.

If you are upgrading from Sibelius 1, Sibelius 2 or Sibelius 3, you will need to move *only those files that you have customized (and want to keep)* from their old location to the new one as follows:

<i>Component type</i>	<i>Old location:</i> <code>/Applications/Sibelius 3/</code>	<i>Sibelius 5 location:</i> <code>/Users/username/Library/Application Support/Sibelius Software/Sibelius 5/</code>
Arrange styles	Arrange Styles/	Arrange Styles/
House Styles	House Styles/	House Styles/
Manuscript paper	Manuscript paper/	Manuscript paper/
Feature sets	Menus and Shortcuts/	Menus and Shortcuts/
Plug-ins	Plugins/	Plugins/
Scorch web templates	Manuscript paper/	Scorch Templates/
Sound sets	Sounds/	Sounds/
Textures	Textures/	Textures/

Most of these old folders won't exist if you are upgrading from Sibelius 1, so you won't have to copy anything from them.

Installation

Whichever version you're upgrading from, note that:

- Due to changes in Manuscript, plug-ins you have created or edited yourself may no longer work in Sibelius 5; consult the Manuscript documentation in the **Extras** folder for more details.
- Due to changes in sound sets, sound sets created in any previous version of Sibelius will not work in Sibelius 5.
- To take advantage of many of Sibelius 5's new features, you will need to import one of the new Sibelius 5 house styles into your existing scores and manuscript papers, or else recreate your own manuscript papers from scratch in Sibelius 5.

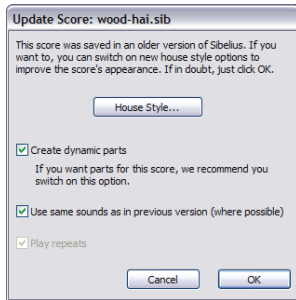
Uninstalling older versions of Sibelius

Your previous copy of Sibelius 2, 3 or 4 will still be on your computer but no longer be registered, so we recommend that you uninstall it.

If you have upgraded from Sibelius 2, beware that the default location for scores you have created is the **Scores** folder inside the **Sibelius 2** program folder. So before you uninstall Sibelius 2, you should first move your **Scores** folder out of the **Sibelius 2** program folder to somewhere safe to avoid deleting all your music!

Now find the old folder (probably called **Sibelius 2** or **Sibelius 3**) or the **Sibelius 4** application icon and drag it to the Trash.

Upgrading existing scores



When you first open a score that was last saved in an earlier version of Sibelius in Sibelius 5, the **Update Score** dialog appears, as shown on the left.

This dialog offers you the chance to switch on options in your score that will improve its appearance or make new features available. If you click **Cancel**, the file will not be opened; if you click **OK**, the file will be opened with the options chosen applied to it.

The three options on the main dialog will not affect the appearance of your score:

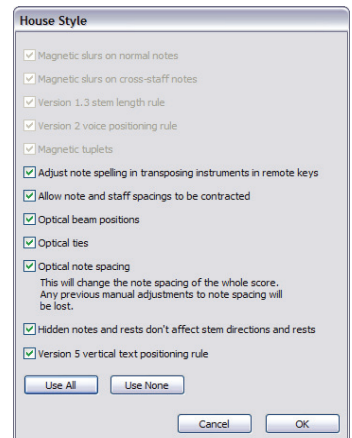
- **Create dynamic parts** determines whether or not to create a default set of dynamic parts in your score. If your score already has parts (because you created it in Sibelius 4), then this option will be disabled.
- **Play repeats** determines whether Sibelius should pay attention to any repeat barlines in the score. Normally this checkbox will be disabled, since the option has been switched on by default in all but the earliest versions of Sibelius, but if it is enabled, you should switch it on to ensure correct playback and display of bar numbers in the score.
- **Use same sounds as previous version (where possible)** allows you to choose whether Sibelius should attempt to retain the same sound for each staff in your score as was used to play it back in whatever previous version of Sibelius it was last saved in. This option will only take effect if you have Sibelius 5-compatible sound sets installed for the devices you were using when you last saved the score. See **Playback of existing scores** below for more information about playback of existing scores.

If you want your score to take advantage of other features newer than your score, which might include magnetic slurs and tuplets, Optical beams, Optical ties and Optical spacing, you can click **House Style**, which shows the dialog shown on the right.

All of the options in the **House Style** dialog will change, and generally improve, the appearance of your score. However, if you switch them on, you will then have to check that none of the changes have had undesirable effects.

Options are enabled or disabled depending on the version of Sibelius in which the score was last saved. Sibelius remembers which options you choose each time you use the dialog, so if you know that in general you always want to bring your scores

right up-to-date to keep working on them in Sibelius 5, click **Use All**, which will enable all the options (even any that are not available for the particular score you're opening), and you won't need to visit the **House Style** dialog again in future. Conversely, if you know you never want Sibe-



lius to change the appearance of your scores when you open them, click **Use None**, which disables all the options.

For further details,  **8.10 Opening files from previous versions** in Sibelius Reference.

Automatic changes

When you first open a score from an older version of Sibelius in Sibelius 5, it makes a few automatic changes, in particular:

- Sibelius creates a number of useful text styles in your score, if they were not already there (including Plain text, Lyrics above staff, Lyrics (chorus), Time signatures (one staff only), Repeat (D.C./D.S./To Coda), Block Lyrics, Timecode, Hit points, Duration at end of score, Chord diagram fingering, etc.)
- Sibelius creates a number of line styles in your score, if they were not already there (including all the *rit./accel.* lines)
- If your score was created in Sibelius 2 or earlier, any coda and segno symbols are converted to system symbols when opened in Sibelius 5, so that the repeats can be played back properly. This will only affect the appearance of a score if more than one row of system objects is visible in each system (as configured in House Style ▶ System Object Positions).
- Sibelius converts staff type changes, transposition changes and text that triggers a change of playback sound (e.g. “To Flute”) to instrument changes – see **Instrument changes in existing scores** below.

Instrument changes in existing scores

Instrument changes are a new feature in Sibelius 5 that incorporates the existing staff type change and transposition change features. They allow you to change the instrument used by a staff part-way through the score, changing the playback sound, transposition, staff type, and instrument name on subsequent systems as appropriate.

Because staff type changes and transposition changes were simply ways of producing individual aspects of instrument changes, you can no longer create staff type or transposition changes in new scores, and when opening an existing score, Sibelius converts them to instrument changes.

In addition, the old mechanism for changing the playback sound of a staff – by typing the name of the instrument whose sound you want to switch to using a staff text style like Technique – has been replaced by instrument changes in Sibelius 5. So typing (say) “Flute” above the staff will no longer produce a change in instrument sound on playback, though you can still achieve playback of different playing techniques (such as mute or pizzicato) by typing text above the staff.

Sibelius converts staff type changes, transposition changes and playback sound changes in existing scores as follows:

- Each staff type change, transposition change and playback sound change is converted into a separate instrument change object, unless they are at exactly the same rhythmic position in the score, in which case it combines them into a single instrument change
- Sibelius works through each staff from left to right, accumulating the effects of each change. So if you have a Clarinet in B \flat staff that first has a transposition change to E \flat , then a text change “Alto saxophone”, you will end up with two instrument changes: the first takes care of the trans-

position change, and the second takes care of the playback change but also includes the transposition change of the first instrument change. (This normally means that you can safely delete all but the right-most instrument change after you have opened the score in Sibelius 5.)

- Sibelius creates a new instrument definition in your score for each converted instrument change. You can find them in **House Style ▶ Edit Instruments**, in the **All instruments** ensemble, alongside the instruments they are based on. So in the example above, you would see two new instruments listed in the **Woodwind** family **Clarinet in B \flat** (transp. E \flat 3) and **Alto saxophone** (transp. E \flat 3).

After opening your score in Sibelius 5, you may want to replace the instrument changes that Sibelius has created by itself with a standard instrument change to the desired instrument. For more details about instrument changes, see **2.14 Instruments** in Sibelius Reference.

Be aware that Sibelius only converts staff type changes that are actually used in the score into instrument changes. So if you have defined your own guitar tab, percussion or other staff types that you want to continue using in Sibelius 5, make sure that each of them is used in the score before you open it in Sibelius 5. Each of the staff types will then appear in **House Style ▶ Edit Instruments** so you can edit it further.

Playback of existing scores

There are many substantial improvements to playback in Sibelius 5, details of which can be found later on in this booklet. However, you may find that your scores do not play back precisely the same in Sibelius 5 as they did in Sibelius 4 or earlier versions. For example:

- If you previously used Kontakt Silver for playback, this is no longer available in Sibelius 5; it has been replaced by the new Sibelius Sounds Essentials library, which includes many more sounds than Kontakt Silver
- If you used a MIDI device for which no sound set was available, and achieved correct playback by manually setting the MIDI channel and program number of each staff in the Mixer, you will have to set this up again in Sibelius 5
- If you used MIDI messages to achieve advanced playback effects, beware that these may not produce the same effect in Sibelius 5 (e.g. because the playback device you used in a previous version is no longer available), especially if your score is now played back by a different device
- If you defined your own unpitched percussion staff types in an earlier version, they will not automatically play back correctly in Sibelius 5. You will need to use the **House Style ▶ Edit Instruments** dialog to update the staff type to play back correctly. See **2.21 Percussion** and **7.12 Edit Instruments** in Reference.

You are recommended to read carefully the information about changes to playback in Sibelius 5 provided in this booklet before you convert all your existing scores to Sibelius 5.

Importing a house style

If you choose not to update your score using the **Update Score** dialog but later want to enable various new features, the simplest thing to do is use **House Style ▶ Import House Style** to import one of the supplied house styles.

After importing a new house style into an existing score, it may play back slightly differently, and editing elements such as lines and noteheads might be slightly different, particularly if the score originated in Sibelius 1.x. You should be aware that:

- Your score may play back slightly differently because of the new words added to the **Play ▶ Dictionary** dialog when you import a house style; for example, words such as “solo” and “mute” now have a different effect in Sibelius 5 than they used to in Sibelius 1.x.
- By default, notes play back slightly longer in Sibelius 5 than in Sibelius 1.x. Generally this greatly improves the sound of playback by making it more *legato*, but if you prefer the old effect, you can modify the duration of unslurred notes in the **Play ▶ Performance** dialog.
- Many new notehead types are defined in Sibelius 5 compared to Sibelius 1.x, and these are all added to the list of noteheads available in your score when you import the default house style; however, they are not listed or numbered in the order shown in Sibelius Reference.

If you encounter any other unexpected behavior while working with existing scores in Sibelius 5, please check the online Help Center at www.sibelius.com/helpcenter for more details.

Upgrading from Sibelius 1.x

If you're upgrading from Sibelius 1.x (i.e. Sibelius 1.4 or earlier), you not only get all the new features and improvements of Sibelius 5, but also the more than 600 improvements added in Sibelius 2, Sibelius 3 and Sibelius 4. There's not room enough in this booklet to go through them in detail, but there's a summary of them in **Appendix A: Improvements up to Sibelius 4.1.5** on page 72, and full details are in Sibelius Reference.

The most obvious changes will be to Sibelius's menus, keyboard shortcuts, and note input. Changes to the first two are detailed in **Appendix B: Menu changes** on page 75 and **Appendix C: Keyboard shortcuts** on page 76. For note input changes, read on.

Note input

While Flexi-time input is essentially the same in Sibelius 5 as in Sibelius 1.x, both alphabetic and step-time input have changed significantly.

The most obvious change is that the **Enter** key on the Keypad no longer says **Edit Note**: this is because there's now a clearer distinction between inputting a note and editing it, thanks to the *caret*, a vertical line (colored according to the voice that you're working in, e.g. blue for voice 1, purple for voice 4) that appears when you are inputting music:

- When the caret is visible, anything you type on the numeric keypad or select on the on-screen Keypad (e.g. note value, articulations, accidentals) applies to the next note you input, either by typing A–G on the main keyboard, or play a note or chord on your MIDI keyboard.
- When a note is selected and the caret is *not* visible, anything you type on the numeric keypad or select on the on-screen Keypad applies to the currently selected note, and modifies it immediately (so there's no longer any need for the **Edit Note** button).

The **Enter** key on the Keypad is now used for adding ties to notes; the **+** key that was used in Sibelius 1.x for adding ties is now used to advance to the next Keypad layout.

The **N** key is no longer used for building chords by adding a note a third above the selected note: instead, it is the shortcut for **Notes ▶ Input Notes**, which switches between inputting (with the caret visible) and editing (with no caret visible). You can now build chords far more powerfully using the number and letter keys on the main keyboard:

- The numbers 1–9 on the main keyboard build chords by adding notes from a unison to a ninth above: e.g. typing 3 adds a note a third above the selected note; typing **Shift-1–9** adds notes below, so **Shift-5** adds a note a fifth below the selected note. You can also use these on passages: e.g. just hit **8** to turn a selected bass line into octaves.
- **Shift-A–G** adds a note of the specified name above the selected note: e.g. typing **Shift-D** adds a D above the selected note.

Other useful improvements include **Notes ▶ Re-input Pitches** (shortcut **Ctrl+Shift+I** or **⌘+⌘I**), which allows you to quickly change the pitch of existing notes, automatically skipping over rests as you go. This is useful when two staves have the same rhythm but different pitches – input one staff's notes, copy them to the other staff, and re-input the pitches (keeping the rhythm unchanged).

Creating objects without the mouse

In Sibelius 1.x, a few objects were positioned automatically at the selected note when you typed a keyboard shortcut, such as slurs (with S), hairpins, accidentals, articulations, etc.

In Sibelius 5 we've extended this behavior to almost all other objects. This means:

- you don't have to use the mouse to create objects (though you still can if you want to)
- you can create almost all of the music in a single "pass" by adding dynamics etc. to notes as you go along, instead of having to add them afterwards.

It's simple to use: with a note or rest selected, create an object from the **Create** menu or with a keyboard shortcut, e.g. type **Ctrl+E** or **⌘E** to get Expression text. Instead of waiting for you to place the text with the mouse, the caret appears instantly in an intelligent place next to the note. Type some expression text, hit **Esc** to finish, and you can then resume inputting notes. At no point did you need to touch the mouse!

It works exactly the same way for creating lines, clefs, symbols, time signatures, key signatures, etc. Because people work from left to right, creating a clef or key change puts it after the selected note rather than before, and creating a time signature puts it at the start of the *next* bar. (So you still need to use the mouse to create a key signature or time signature at the start of the score.)

Like all new experiences, this takes a bit of getting used to, particularly if you find your hand wandering towards the mouse of its own accord (resist the temptation!). But with a bit of practice you'll appreciate the efficiency of working this way.

If, however, you prefer that Sibelius behave as it used to in version 1.x, e.g. that all objects should be placed with the mouse rather than created automatically, you can restore this behavior via a preferences option:

- Choose **File ▶ Preferences** (in the Sibelius menu on Mac), and choose the **Mouse** page from the list at the left-hand side of the dialog
- Change the option under **When you create an object** to **Click the mouse to position it**.

Selecting where to create an object

When creating objects without using the mouse, it's useful to select the note or rest where you want the object to appear without using the mouse. If you don't use shortcuts much to move between notes, this is the perfect opportunity to learn how to do so!

The basic keys are **←/→** to move left and right through notes, and **Alt+↑/↓** or **⌘↑/↓** to move up and down. Hold **Ctrl** or **⌘** at the same time to skip whole bars left/right, or whole staves up/down (rather than stepping up/down through each note of a chord). If no objects are selected, you can now select the first object on the page just by typing **Tab**.

What's new?

What's new?

Playback

Sibelius 5 features a whole raft of improvements to playback. Your scores will sound better than ever played back with the new built-in sound library, Sibelius Sounds Essentials, featuring more than 150 high-quality sounds. You can also use any other VST or Audio Unit-compatible virtual instrument or effect directly within Sibelius, and control playback through the redesigned Mixer.

In addition, the **Play ▶ Dictionary** dialog has been redesigned and extended, allowing you greater control than ever over how your score plays back. Add to this a revolutionary new way of describing and choosing sounds called SoundWorld, and altogether Sibelius 5 represents a dramatic advance in playback.

Tutorial videos

For a general introduction to playback in Sibelius, choose **Help ▶ Tutorial Videos**, then click **13 Playback**.

For an introduction to using Sibelius Sounds Essentials and Kontakt Player 2, try the **14 Sibelius Sounds and Kontakt Player 2** tutorial video.

Sibelius Sounds Essentials

Sibelius comes with Sibelius Sounds Essentials, a high-quality sound library consisting of a complete set of General MIDI sounds, together with carefully chosen instruments from Sibelius Sounds Rock and Pop Collection, the award-winning Garritan Personal Orchestra, Garritan Marching Band and Garritan Jazz and Big Band, and TapSPACE's Virtual Drumline. The result is a versatile collection of sounds well-suited for every genre of music.

For more information, see **4.4 Sibelius Sounds Essentials** in Sibelius Reference.

If you like the sounds from Garritan Personal Orchestra, Garritan Marching Band, Garritan Jazz and Big Band, TapSPACE Virtual Drumline 2, and Sibelius Rock and Pop Collection that are included in Sibelius Sounds Essentials, you can purchase the full versions of these products direct from Sibelius or from your dealer. Choose **Help ▶ Sibelius Sounds** for more information.

Kontakt Player 2

Sibelius now includes Kontakt Player 2, an enhanced version of the sample player from Native Instruments, replacing the previous version of Kontakt Player supplied with Sibelius 4 and Sibelius 3. It plays the sounds from Sibelius Sounds Essentials and many other sample libraries, including those in the Sibelius Sounds range, and those produced by Garritan, TapSPACE and other vendors.

Kontakt Player 2 allows up to 16 sounds to be loaded simultaneously, and more than one instance of Kontakt Player 2 can be used at once, allowing as many sounds as your computer can cope with.

Kontakt Player 2 also includes a number of built-in effects, including reverb, compression, equalization (EQ), filters, and delays, which can be applied globally to all slots in the player to use less computer power.

For more information on how to use Kontakt Player 2, see **4.4 Sibelius Sounds Essentials** in Sibelius Reference.

Other Sibelius Sounds products

If you have purchased any of the other Sibelius Sounds products – Kontakt Gold (now known as Sibelius Sounds Gold), Garritan Personal Orchestra Sibelius Edition, and Sibelius Rock and Pop Collection – download a free update to enable these products to work with Sibelius 5. To obtain the update, choose **Help** ▶ **Help Center** and follow the links in the online Help Center.

Playback Devices

Sibelius now supports a variety of hardware and software devices, including:

- External MIDI hardware, such as sound modules and keyboards with sounds built-in;
- Internal MIDI hardware, such as some soundcards' built-in synthesizers;
- Virtual instruments that use VST or Audio Unit technology, including the supplied Kontakt Player 2.

You can use these devices in any combination by setting up a *playback configuration*, which is a collection of playback device settings that determines the devices available to Sibelius and how they should be used for playback. You can set up as many playback configurations as you like, using different devices in each one, and switch between them at any time.

You create, edit and change playback configurations in the redesigned **Play** ▶ **Playback Devices** dialog. For further information, see **4.11 Playback Devices** in Sibelius Reference.

For an introduction to the world of virtual instruments and effects, see **4.13 Virtual instruments for beginners** in Sibelius Reference.

Mixer

The Mixer has been completely redesigned in a compact vertical layout with more features. There are extra faders for virtual instruments and effects, a master volume control, and you can adjust the volume and pan of whole instrument families (e.g. brass, strings) at once. And if you have an M-Audio keyboard you can use its own faders and transport buttons to control Sibelius's playback.

The Mixer now displays five different kinds of *strip*, each representing a different kind of information:

- Each staff in the score has a *staff strip*, allowing you to change the volume, pan, solo/mute, initial sound and playback device of the staff
- You can save vertical space by showing *group strips* instead of individual staff strips. Group strips allow you to adjust the relative volume and pan of all the instruments in the same family (e.g. woodwind, brass, strings), together with soloing and muting whole families with a single click.
- Each virtual instrument you are using to play back your score (e.g. Kontakt Player 2, as used by the built-in Sibelius Sounds Essentials library), has its own *virtual instrument strip*, allowing you to show and hide its window in order to change settings specific to that virtual instrument. You can also route its output to any effects you have in your current playback configuration.



- Sibelius 5 has four effects buses, allowing you to load one or more effects (including reverb, chorus, delay, flange, etc.). Each of the four buses has its own *effects bus strip*, allowing you to show and hide the effects' windows in order to change settings specific to each effect.
- Finally, the *master volume strip* allows you to adjust the overall volume of all the virtual instruments used to play back your score. This has no effect on MIDI devices, however. This strip also allows you to show and hide the interfaces of up to four effects loaded into the master insert effects bus.

For more information, [📖 4.3 Mixer](#) in Sibelius Reference.

Better, faster audio files

Even if your computer isn't powerful enough to play a score back in all its glory, Sibelius can now create a perfect, glitch-free audio file of it. And if you have a fast computer, Sibelius 5 creates the audio file faster than real time.

For more information, [📖 8.13 Exporting audio files](#) in Sibelius Reference.

Playback Dictionary

You can now specify exactly how articulations, lines, tremolos and symbols play back – for example, to change the loudness of accents, length of staccatos and fermatas (pauses), the speed of tremolos and spread chords, and expressions such as *sfz* and *fp*. Hairpins automatically read dynamics to work out how loud or soft they should end up, and sustained notes get continuously louder or softer along the hairpin.

Sibelius 5 will even automatically use a dedicated sound sample if your playback device has one, e.g. for marcato trumpet, slurred strings, lifts and falls, or buzz rolls. It tells your playback device which sample to use via keyswitching, MIDI controller values and velocity layers, and these are also exported in MIDI files. But the technicalities are all handled automatically, so you never have to set it up or think about it!

Although all the most standard markings are predefined for you, you can now modify exactly what effect they have on playback using Sibelius's **Play ▶ Dictionary** dialog. This now has six pages, each dealing with a different kind of item that can affect playback:

- **Staff text**, for playing instructions that apply only to a single staff, e.g. *ff*, *legato*
- **System text**, for instructions that apply to all instruments, e.g. **Fast**, **Swing**, **Adagio**
- **Staff lines**, for lines that apply to a single staff, e.g. trills, octave (*8va*) lines, slurs, hairpins
- **Articulations**, e.g. staccato, tenuto, and also one-note tremolos and buzz rolls
- **Noteheads**, for effects produced by noteheads, e.g. harmonics, ghost notes
- **Symbols**, for other instructions displayed graphically, e.g. scoops, falls, mallets and beaters for percussion.

For more information, [📖 4.8 Playback dictionary](#) in Sibelius Reference.

Hairpins and trills

Hairpins now determine their end dynamics automatically, either by looking at the Expression text dynamic immediately following the right-hand end of the hairpin, or by increasing or decreasing the dynamic by one dynamic level (e.g. *mf* to *f*) if no end dynamic is specified.

What's new?

Trills now play back with a diatonic interval – either a half-step (semitone) or whole step (tone) as appropriate based on the current key signature – by default.

You can control the playback of individual hairpins and trills using new options on the **Playback** panel of Properties.

For more information, see [4.2 Interpretation of your score](#) and [5.14 Properties](#) in Sibelius Reference.

SoundWorld

SoundWorld is a new standard developed by Sibelius Software for naming and classifying sound timbres. This replaces the messy patchwork of patch numbers and (often cryptic) names used by MIDI keyboards, sound modules and sound libraries to specify their sounds. Instead you can choose the sounds you want using standardized, user-friendly names. Because the names are independent of a particular playback device, Sibelius can play a score which was originally created for different devices than the ones in your system. Also, if a sound is not available in the current playback configuration Sibelius can intelligently find the best alternative and use that instead. It can also play instrumental techniques (such as slurs and accents) using specialized sounds if they are available, rather than just approximating them by changing duration or volume.

SoundWorld refers to each sound using a structured name called a sound ID, such as `woodwind.flutes.flute`, `woodwind.flutes.piccolo.flutter-tongue` or `strings.violin.ensemble.pizzicato`. Notice how each sound ID usually starts with an instrument family then the instrument name, sometimes followed by playing techniques specific to that instrument.

Sound IDs appear in Sibelius wherever you specify sounds. For example:

- Each instrument has a preferred sound ID, which you can change in **House Style** ▶ **Edit Instruments**
- The Mixer shows the sound ID of each staff in the score
- Each notehead on a percussion staff has a preferred sound ID, which you can change by editing the instrument
- All playing techniques and articulations for instruments are described by sound IDs, which you can change in **Play** ▶ **Dictionary**.

A SoundWorld simply means a collection of sound IDs, organized into a tree structure. The specific SoundWorld that Sibelius uses is called the Sibelius Standard SoundWorld (or S3W for short), which is a fairly comprehensive list of sounds available in leading sound libraries and MIDI devices. As more sounds become available, new sound IDs will be added to S3W.

For more information, see [4.16 SoundWorld](#) in Sibelius Reference.

If, however, you would prefer to see program names for your specific playback device instead of sound IDs, in the Mixer window and **House Style** ▶ **Edit Instruments** dialog, choose **File** ▶ **Preferences** (in the Sibelius menu on Mac), go to the **Playback** page, and set the **Display** option at the top right of the window to **Program names**.

For more information, see [4.3 Mixer](#) in Sibelius Reference.

Other playback improvements


- The **Play in Background** button has been removed from the new **Play ▶ Playback Devices** dialog; the application now owns all MIDI and audio devices while it is running.
- The playback line now moves once every note or once every beat, whichever is the sooner.
- **Play ▶ Substitute Devices** has been removed, as it is no longer necessary.
- **Play ▶ Garritan Personal Orchestra Options** has been removed, as it is no longer necessary.
- Sibelius now correctly plays tied-to notes where the tied-from note is before an end repeat barline.

Virtual instruments and effects folder (Windows only)

Sibelius can only look inside a single nominated folder for VST instruments and effects. If you already have VST instruments or effects on your computer, you should copy them into the folder specified by Sibelius, which is `C:\Program Files\Sibelius Software\VSTPlugins` by default.

You can change the folder by choosing **Play ▶ Playback Devices**, then clicking **Audio Engine Options**.

Ideas

 **5.8 Ideas** in Sibelius Reference.

When writing music you often come up with a bit of melody, rhythm, accompaniment or chord progression with some potential. Arrangers and copyists may use and reuse a large number of specific chunks of notation, such as text markings, specific chord symbols or diagrams, and so on.

We call these fragments *ideas*: snippets of any length, any kind and for any number of instruments. Just tap a key to capture an idea and store it for later. Once you've captured an idea you can edit it, tag it with your own keywords (e.g. *canon*, *lyrical*, *riff*) to help find it again, or even color-code it. The Ideas window lets you browse and search through all the available ideas, and even play them back. Using an idea is as simple as pasting from the clipboard; Sibelius even transposes ideas into the right key and range.

You can import and export sets of ideas to share with others – even via the Internet. If you're a teacher or educator, you can save a set of ideas inside a score in order to create a compositional worksheet for your students.

Furthermore, Sibelius comes with more than 1500 built-in ideas, spanning many instruments and musical genres, so if you're stuck for inspiration or are looking for something stylish to kickstart your creative process, you'll find something suitable in seconds.

Tutorial video


For an introduction to ideas, choose **Help** ▶ **Tutorial Videos**, then click **07 Ideas**.

What's in an idea

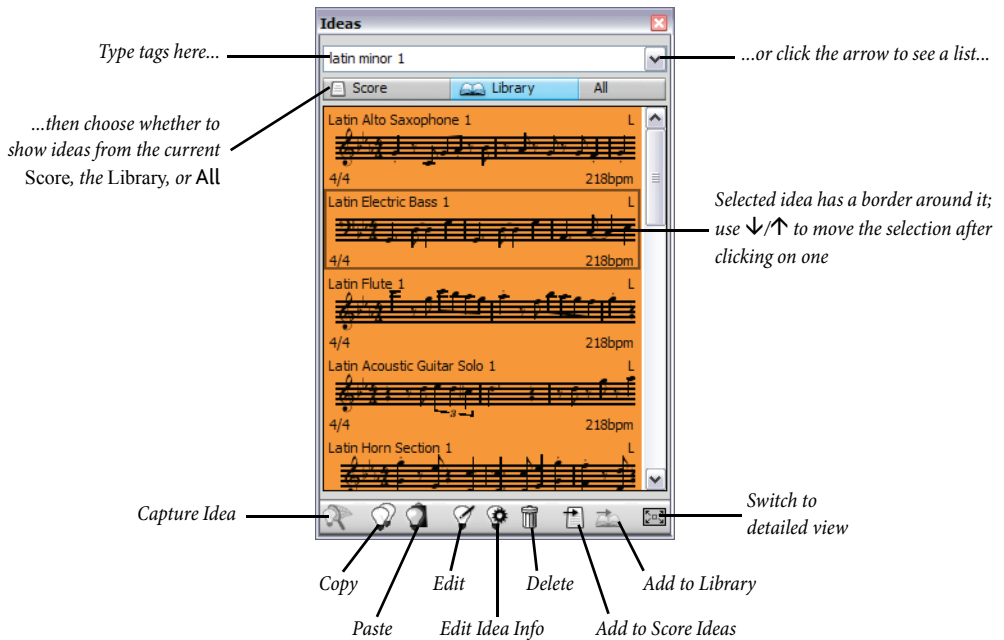
An idea can consist of practically anything you can write in Sibelius. You can select any amount of music – from a single note on one staff up to hundreds of bars on any number of staves – and capture it as an idea. You can also select other kinds of objects – such as lines, symbols, text objects and even imported graphics – and capture them as ideas, with or without notes.

As well as music, an idea also contains *tags*. Tags are how you label your ideas using keywords to describe each idea so that you can easily find it later on. This is useful when you have thousands of ideas to sift through! In addition to the tags that you specify, Sibelius automatically tags each idea with other information, including key and time signature, tempo, and so on. You can search for ideas using any of the tags you have chosen yourself or the ones Sibelius adds automatically. You can also assign a specific color to any idea.

Ideas window

The main way of working with ideas is the Ideas window, which you can show and hide by choosing **Window** ▶ **Ideas** (shortcut **Ctrl+Alt+I** or **⌘+⌘I**), or by clicking the toolbar button  shown on the right.

The Ideas window has two views, *compact* and *detailed*. By default, it opens in compact view, which looks like this:



Try switching between **Library**, **Score** and **All**. When the **Library** button is switched on, you have access to the more than 2000 built-in ideas. Try scrolling up and down the list.

Each idea shows a small preview of the music or other objects contained within it; normally you will see two or three bars of one staff (though ideas can contain any number of bars or instruments). Important tags are shown in the four corners around the notation preview: at the top left, the idea's name; at the top right, the letter L appears if the idea is located in the library rather than the current score; at the bottom left, the time signature of the idea; and at the bottom right, the tempo of the idea.

Try clicking on the arrow at the top of the window to see a list of the most common tags. Choose one from the list, and the list below shows only ideas that match the tag you have typed. Click the arrow again to see a list of the most common tags that are used by ideas that use the tag you initially chose. By choosing tags in this way you can quickly narrow the list of ideas down to ones that might be suitable.

Auditioning ideas

To check how an idea sounds, simply click and hold the mouse button on it: the idea will play repeatedly until you release the mouse button.

Capturing an idea

You create an idea by selecting some material in the score and choosing **Edit** ▶ **Capture Idea** (shortcut **Shift-I**). You can capture an idea from any kind of selection, including:

- Passage selections of any numbers of bars and staves

What's new?

- A single selected object, e.g. a note, text object, line, etc.
- Multiple selections of notes, e.g. the first and third beats of a bar, selected via **Ctrl+click** or **⌘-click**, or by a filter
- Multiple selections of things other than notes, e.g. a series of Expression text objects and hair-pins, selected via **Ctrl+click** or **⌘-click**, or by a filter.

There are certain obvious things you can't capture as ideas. For example, you can't capture an accidental, beam or articulation without capturing the note or notes to which it's attached. A good rule of thumb is that if you can copy and paste it, you can capture it as an idea.

Finding an idea

To find an idea, type one or more tags into the box at the top of the Ideas window, then choose an idea from the list.

As you type in the box, Sibelius drops down the menu below so that you can see tags that match what you have typed (e.g. if you type "cl" you may see "clarinet", "closed", "classical", and as soon as you add "a", "closed" will disappear from the list). You can either keep typing, or use the arrow keys or the mouse to select one of the tags from the list. As soon as you have chosen a tag or hit **space** to show that you have finished typing one tag, the list of ideas in the main part of the window is updated.

You can then type another tag. When you add a second tag, only those ideas that match both your original tag *and* your new tag will be shown in the list. As before, when you start to type into the box, the menu drops down to show you the possible tags that match the letters you have typed so far.

Each time you add another tag, the choice of ideas in the main part of the window is reduced accordingly to show only those ideas that match all the tags you have typed into the box. You can then select the idea you want in the list by clicking on it.

Ideas are listed in the main part of the Ideas window in descending order of relevance. If the tag you typed is in the idea's **Name**, then it is considered highly relevant; if the tag occurs in the general list of **Tags**, then it is considered quite relevant; if the tag occurs in the tags generated automatically by Sibelius, it is considered a little relevant.

Pasting an idea

Before you can paste an idea, you have to copy it to the clipboard. To do this, simply select it in the Ideas window, then either type **Ctrl+C** or **⌘C**, or click the **Copy** button at the bottom of the window, or right-click (Windows) or **Control-click** (Mac) and choose **Copy** from the context menu.

Pasting an idea into a score is just like any other kind of pasting: either select the place in the score where you want the idea to appear, then choose **Edit ▶ Paste** (shortcut **Ctrl+V** or **⌘V**); or make sure you have nothing selected, then choose **Edit ▶ Paste**, and click in the score where you want the idea to go. You could also click the **Paste** button at the bottom of the Ideas window.

Unlike normal pasting, when pasting an idea Sibelius does some extra things for you by default: namely, it transposes the idea to match the prevailing key of the score at the point where you paste, and it also transposes by octaves to ensure that the music fits the playable range of the instrument into which you paste the idea.

If you want to keep track of where you have used ideas in your score (or if you're a teacher and you want to see where students have used them), switch on **Create colored highlight**, which is also on the **Files** page of **File ▶ Preferences** (in the **Sibelius** menu on Mac). This creates a highlight in the idea's background color where you paste it.

Built-in ideas

Sibelius includes more than 2000 ideas, designed to provide inspiration to composers of all ages, and covering as wide a range of genres as possible at a basic level.

Each idea has a unique name, normally the genre name, followed by the instrument (or instruments) in the idea, followed by a number. In general, the higher the number, the more complex the music in the idea. The built-in ideas are also color-coded by genre (as shown in the list below).

To find ideas in a specific genre, first type one of the following tags:

- African (peach)
- Chill Out (pastel green)
- Classical (lime green)
- Concert Band (bright green)
- Country (yellow)
- Dance (gray)
- Film (light blue)
- Folk (olive)
- Funk (gray-pink)
- Garage (misty blue)
- Groovy (pastel pink)
- Hip Hop (pastel blue)
- Jazz (mid-pink)
- Latin (orange)
- Marching Band (turquoise)
- Modern Classical (dull green)
- Motown (beige)
- Pop (bright blue)
- Reggae (violet)
- Rock (bright pink)

You can then further narrow down the matches using tags like the following:

- *Instrument*, e.g. guitar, drum, piano
- *Tempo*, e.g. fast, slow, moderato
- *Idea type*, e.g. melody, accompaniment, rhythm
- *Complexity*, e.g. basic, moderate, complex
- *Mood*, e.g. happy, sad, reflective
- *Characteristics*, e.g. exciting, lively, relaxed, majestic, major, minor, swing, dramatic, humorous

Type one or more tags from these categories and you'll soon find ideas that suit your purposes.

Some further hints for using the built-in ideas in your own scores:

- The ideas vary in length, typically between two and eight bars. The longer ideas are suitable for e.g. demonstrating particular points of composition, style or playing technique, while the shorter ideas are more suitable for adapting, repeating or otherwise using in your own compositions.
- Nearly all of the ideas are for single instruments (as specified in their names), and will work best when pasted onto that instrument, or a closely related one. However, you can paste an idea onto any staff in your score, and Sibelius will transpose it to fit the instrument's range as appropriate, so don't be afraid to experiment.

What's new?

- All of the ideas within each genre have been designed to work together, though they do not necessarily share the same harmonic structures or chord sequences. Ideas with the same number for different instruments, e.g. **Reggae Bass 1** and **Reggae Keyboard 1**, will generally fit together.
- The built-in ideas have been designed to sound at their best when played back through Sibelius Sounds Essentials with **Play ▶ Live Playback** switched on, but you can of course play them back on any device.

Editing an idea

You can edit both the music and the tags of ideas. To edit an idea's tags, select it in the Ideas window, then click the **Edit Idea Info** button at the bottom of the window, or right-click and choose **Edit Idea Info** from the context menu.

To edit the music in an idea, select it in the Ideas window, then click the **Edit Idea** button at the bottom of the window, or right-click and choose **Edit Idea** from the context menu.

A new document window will appear, as if you had opened another score. You can edit it just like any other score.

When you have finished editing your idea, simply save it by choosing **File ▶ Save** (shortcut **Ctrl+S** or **⌘S**), then close the window by choosing **File ▶ Close** (shortcut **Ctrl+W** or **⌘W**) to return to your original score.

If you want to discard any unsaved changes in your idea, simply choose **File ▶ Close**, then click **No** when asked if you want to save your changes.

Where ideas are saved

An idea can be saved either in the current score, or to the library. When an idea is saved in a score, it can only appear in the Ideas window when that score is open, and when the **Score** button is switched on. When an idea is saved in the library, it can appear in the Ideas window when any score is open, provided the **Library** button is switched on.

By default, when you capture an idea, it is added to your current score, which means that it is available only to that score, unless you select it and click **Add to Library** in the Ideas window. If you would prefer all your ideas to go directly to the library instead, set **Add captured ideas to Library** on the **Ideas** page of **File ▶ Preferences** (in the **Sibelius** menu on Mac).


Sharing ideas

If you want to share your ideas with others, there are two ways to achieve this: either save the ideas you want to share to a specific score, and then distribute that score (this is useful for setting projects for students); or export a selection of ideas as an **.ideas** file that can be imported into someone else's ideas library.

Importing ideas

To import ideas into your library, e.g. if you have received an **.ideas** file from another Sibelius user, switch to the Ideas window's detailed view, then click **Import**. You are prompted to choose the **.ideas** file you want to import; click **Open** and a simple dialog appears, allowing you to specify whether the incoming ideas should be added to the library or to one of the scores you currently have open.

Panorama

 **5.10 Panorama** in Sibelius Reference.

Panorama is an alternative way of viewing your score. Instead of being laid out on the screen in pages, exactly as it will be printed out, you can view your score as a single system of music, laid out on an infinitely-wide piece of paper. This kind of view is sometimes called *scroll view* or *galley view* in other programs.

Using Panorama allows you to concentrate on inputting and editing without thinking about the page layout. Note input in Panorama is also very convenient, particularly if you have more than one system per page in normal view; Panorama eliminates the vertical movement of music from system to system, and so the score only ever moves horizontally. This reduces the disorientation you can sometimes feel when working quickly in normal view.

Tutorial video

For an introduction to ideas, choose **Help ▶ Tutorial Videos**, then click **09 Panorama, Focus on Staves and Properties**.

Switching on Panorama

To switch on Panorama, simply choose **View ▶ Panorama** (shortcut **Shift-P**), or click the toolbar button shown on the right. When viewing your score like this, Sibelius also does the following:



- Disables the Navigator, because there's only one page
- Switches on **View ▶ Scroll Bars**
- Switches on **View ▶ Staff Names and Bar Numbers**.

To switch off Panorama, simply choose **View ▶ Panorama** again.

If you switch off scroll bars or **Staff Names and Bar Numbers** while in Panorama, Sibelius only changes the settings for as long as you're in Panorama, but remembers them the next time you use Panorama.

Moving around in Panorama

Working in Panorama is as close as possible to working in normal view; you can use all the same navigation shortcuts (e.g. **Home**, **End**, **Page Up** or **⇧**, **Page Down** or **⇩**, etc.) and features like zoom. Try the **Fit page height** zoom level, which is particularly useful as it makes sure that you can see all of the staves on the screen at once.

Notice that as you drag the start of the music off the left-hand side of the screen, you will see a useful reminder of the current clef and key signature on each staff, drawn in light blue.

Inputting and editing in Panorama

Inputting and editing in Panorama is practically the same as in normal view. There are a few things you can't do in Panorama, because they don't make sense when there are no pages:

- You cannot see or input page-aligned text (such as **Title**, **Header (after first page)**, etc.)
- If **View ▶ Layout Marks** is switched on, Sibelius draws layout marks above barlines, and though you can create system or page breaks if you want to, you won't see their effect
- Scores cannot be printed in Panorama (because few printers can handle infinitely-wide paper!), so when you choose **File ▶ Print**, Sibelius will print the score in normal view instead
- **Layout ▶ Hide Empty Staves** cannot be used to hide staves on specific systems in Panorama, because there is only a single system; so any staves that are hidden in normal view will appear
- **Edit ▶ Go to Page** and **Create ▶ Other ▶ Page Number Change** are disabled
- **Layout ▶ Align Staves** is disabled
- When you choose **File ▶ Export ▶ Graphics**, you can only export a **Graphic selection**, and not specific systems or pages.

Note spacing in Panorama

In Panorama, Sibelius uses a fixed justification factor in its note spacing; in other words, Sibelius loosens the note spacing by a fixed amount, specified by an option on the **Files** page of **File ▶ Preferences** (in the Sibelius menu on Mac), rather than the variable justification factor on every system in normal view required to make the music fit the width of the page.

Notice, though, that any manual adjustments you make to note spacing are shown in Panorama, so if you widen the spacing of a bar in normal view (e.g. to avoid collisions between chord symbols), those adjustments will be shown in Panorama as well. Be aware also that if you adjust the note spacing in Panorama, the adjusted spacing may be narrower or wider when you switch back to normal view, because Sibelius then has to justify the spacing to make the music fit the width of the page.

Staff spacing in Panorama

In Panorama, Sibelius uses the space between systems as defined on the **Staves** page of **House Style ▶ Engraving Rules**, multiplied by a fixed justification factor as specified by an option on the **Files** page of **File ▶ Preferences** (in the Sibelius menu on Mac). Because there is no fixed page height, Sibelius ignores the value of **Justify staves when page is x% full**, with the result that staves can sometimes appear closer together in Panorama than in normal view. If you find them too close together, change the value in **Preferences**.

Usefully, however, you can adjust the distance between staves in Panorama without it affecting normal view, which you may want to do if notes or other objects above or below the staff collide with other objects: just drag or otherwise nudge them in the usual ways.

Using Panorama with Focus on Staves

When you use **View ▶ Focus on Staves** to look at just a couple of staves from your score, the layout in normal view can be a little odd due to the other staves missing; try switching on **View ▶ Panorama** at the same time, which makes **Focus on Staves** considerably more convenient.

Opening scores in Panorama

When you save a score, Sibelius remembers whether or not Panorama was switched on, and when you re-open it later on, it will automatically switch on Panorama if required. You can tell Sibelius to always use Panorama or normal view instead if you prefer on the **Files** page of **File ▶ Preferences** (in the Sibelius menu on Mac).

Cues

 **2.10 Cues** in Sibelius Reference.

Creating cues in parts is now the work of a moment. Simply copy the music you want to appear in the cue, and choose **Edit ▶ Paste As Cue**. Sibelius 5 does the rest for you – read on.

Paste as Cue

It only takes a moment to create a cue passage using Sibelius 5's new **Edit ▶ Paste as Cue** feature:

- Make sure you are looking at the full score rather than one of the dynamic parts. Although you can use **Edit ▶ Paste as Cue** in a dynamic part, it's much more convenient to use it in the full score, so that you can see the staff you are taking material from, and paste the cue into multiple instruments at the same time
- Copy the music you want to use as a cue to the clipboard by selecting it, then choosing **Edit ▶ Copy** (shortcut **Ctrl+C** or **⌘C**)
- Select the bar rest or other rest(s) in the staff or staves on which you want the cue to appear, then choose **Edit ▶ Paste as Cue** (shortcut **Ctrl+Shift+Alt+V** or **⌘⇧⌘V**). If you select more than one staff, Sibelius will paste the cue onto all the selected staves using multicopy.

That's all there is to it! A number of useful things are done for you when pasting a cue passage:

- The copied music is pasted into the first unused voice, with all the notes and other markings made cue-size
- The cue is hidden in the full score but is shown in the parts (though if you want to, you can tell Sibelius to show the cue in the full score as well)
- Any awkward transpositions (e.g. cueing a clarinet in A on a horn in F staff) are taken care of, and – if necessary – either a suitable clef or an octave line is added to ensure the cue is easily readable, according to your preferences
- The name of the cued instrument is written above the cue
- If the staff type (e.g. number of lines) of the cued instrument and the destination staff don't match, appropriate instrument changes are created at the start and end of the cue
- Particular markings (such as lyrics, dynamics, slurs and hairpins) are automatically included or excluded, according to your preferences
- The cue notes are set not to play back
- Suitable bar rests are added in an unused voice in both the full score and the parts, so that they look correct (though if you want to, you can tell Sibelius not to add bar rests in the parts).

About the only thing Sibelius doesn't do is decide which instrument you should use for the cue, although it can even suggest where cues should be added – read on.

Suggest Cue Locations plug-in

When preparing parts for performance, one of the more time-consuming aspects is determining where cues would be most useful to the performers. You may want to add cues after a certain num-

ber of bars' rest, or after a certain length of time. **Plug-ins** ▶ **Other** ▶ **Suggest Cue Locations** can do this for you.

Check Cues plug-in

Any edits you make to the music in your score after cueing the parts may potentially lead to errors in the cues, because Sibelius doesn't automatically update the cue passages if the source staves from which they take their material are subsequently edited. However, a new plug-in is included that can check cues against the music from which they are taken and warn you if it finds any disparities; simply select the passage in question and choose **Plug-ins** ▶ **Proof-reading** ▶ **Check Cues**.

Paste as Cue preferences

Various options for determining exactly what happens when you do **Edit** ▶ **Paste as Cue** are found on the **Paste as Cue** page of **File** ▶ **Preferences** (in the **Sibelius** menu on Mac).

The **Pitch of Cue** options provide three alternatives for how Sibelius should resolve differences in range between the source and destination staves:

- **Change clef if necessary** adds a clef at the start of the pasted cue, if the clefs used by the source and destination staves don't match. So if you paste a cue from, say, a cello staff onto a flute staff, Sibelius will create a bass clef at the start of the cue and restore the treble clef at the end. Note that these clef changes are only visible in the part.
- **Add octave line if necessary** adds an octave line (up to two octaves up or down, i.e. *8va*, *15ma*, *8vb* or *15mb*) over the pasted cue if Sibelius has to transpose the cue by one or more octaves to ensure that it fits comfortably on the staff.
- **Neither** will simply paste the cue into the clef of the destination staff without transposing the music by octaves.

The **Copy into Cue** options allow you to choose whether or not Sibelius should include **Slurs**, **Articulations**, **Dynamics**, **Lyrics** and **Technique text** in the pasted cue.

It's conventional for cue passages in parts to show bar rests in addition to the cue notes, as an extra visual indicator to the player that the notes are for informational purposes only, and not to be played. However, in some kinds of music, including jazz, it's common for cues simply to be written in smaller notes without adding bar rests. **Show bar rests with cue (in parts)** allows you to choose which of these conventions to follow: when switched on (the default), the part's original bar rests are shown in addition to the cue notes; when switched off, only the cue notes themselves are shown.

Again, in some kinds of music, commonly jazz, you sometimes see the word "Play" written after the cue, to remind the performer that she should now start playing again. **Write 'Play' after cue**, switched off by default, does this. It is most useful if you switch off **Show bar rests with cue (in parts)**.

In most kinds of music it's conventional for cues to be shown only in the parts, so **Hide cues in full score** is switched on by default. However, scores in some fields of music, such as musical theater, usually show cues in the full score, so switching this option off is useful in those situations.

Be aware that changing the options here will not affect cues you have already pasted; they only affect cues you subsequently create using **Edit ▶ Paste as Cue**.

Hide Empty Staves

Staves can now be hidden via **Layout ▶ Hide Empty Staves** provided any objects on the staff are set to be hidden in the current view. This means that a staff can be hidden in the full score if it contains a hidden cue passage that is set to show in a dynamic part.

Hitting **Delete** will now never hide empty staves; if you want to hide staves, you must explicitly choose **Layout ▶ Hide Empty Staves**.

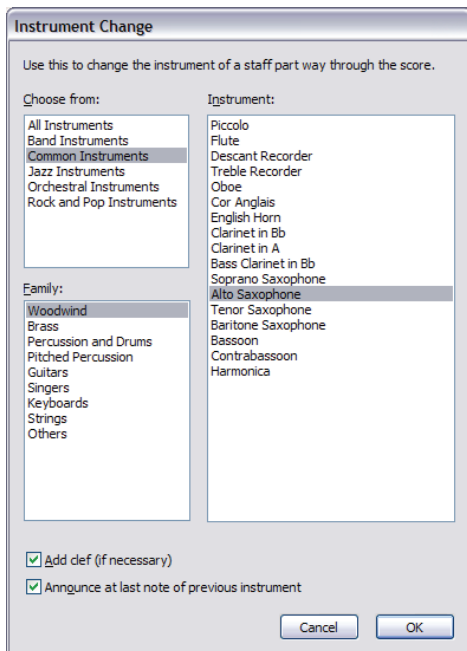
Instruments

Scores often have two or more instrument played by the same person – such as percussion, or clarinet doubling saxophone. Or sometimes you need to rewrite a whole part for a different instrument. Now Sibelius will do this automatically for you: simply create an *instrument change* anywhere in the music, and Sibelius 5 will change the instrument from that point onwards – altering its name, clef, sound, even the transposition and staff type if necessary.

Plus, if you write for unusual instruments you can now design your own, choosing the name, clef, range, sound, etc. you want. From glockenrimba to trumpet in F#, your imagination is the only limit!

Instrument changes

Sibelius makes it easy to change instruments at any point along a staff using **Create ▸ Other ▸ Instrument Change**. The following dialog appears:



Choose the instrument you want to change to from the list. The two extra options you can set are as follows:

- If **Add clef (if necessary)** is switched on, Sibelius will create a clef change at the point where the instrument change occurs, if the clef of the new instrument is different from that of the original instrument
- If **Announce at last note of previous instrument** is switched on, Sibelius will create a warning, “To [instrument]”, at the start of the rests preceding the change.

Now click **OK**. If you didn't have a selection before you opened the dialog, your mouse pointer will now be blue, and you can click in the score to place your instrument change; otherwise, Sibelius automatically creates the instrument change (or changes) at the selection.

Sibelius always does the following for you when you create an instrument change:

- Changes the playback sound of the staff as appropriate
- Changes the instrument name on subsequent systems (which you can edit if you wish)
- Writes the name of the new instrument above the top of the staff where it starts playing (you can edit this if you wish)
- Changes the transposition of the staff, if appropriate (e.g. if switching from a B \flat to A clarinet), showing an appropriate change of key signature if **Notes** ▶ **Transposing Score** is switched on
- Changes the staff type, if appropriate (e.g. number of staff lines, tab or normal notation, etc.).

The pictures below show how instrument changes appear in your score, in this case when changing from Clarinet in B \flat to Alto Saxophone (in E \flat). On the left, **View** ▶ **Hidden Objects** is switched on (so you can see exactly where the instrument changes as a gray rectangle), and **Notes** ▶ **Transposing Score** is switched off (i.e. the music is in sounding pitch); on the right, **Notes** ▶ **Transposing Score** is switched on.



Because instrument changes incorporate both transposition changes and staff type changes, it is no longer possible to create these separately in Sibelius 5, so both **Create** ▶ **Other** ▶ **Transposition Change** and **Create** ▶ **Other** ▶ **Staff Type Change** have been removed.

For more details, see **2.14 Instruments** in Sibelius Reference.

Edit Instruments

House Style ▶ **Edit Instruments** allows you to create, edit and delete instrument types.

For more details, see **7.12 Edit Instruments** in Sibelius Reference.

Creating instruments

Layout ▶ **Instruments and Staves** has moved to **Create** ▶ **Instruments** in Sibelius 5, but retains the same shortcut I. The dialog has a new **Small staff** checkbox, which you can use to determine whether or not a staff is shown at small size (moved from the **Staves** panel of **Properties**, which was present in Sibelius 4 and earlier but has now been removed).

Numbering

Bar numbers, page numbers and rehearsal marks now support special numbering formats used in some types of score.

Bar numbers

Working with bar numbers has been considerably simplified. In previous versions of Sibelius, the frequency, position and appearance of bar numbers were set in four dialogs; now, frequency and position are set on the **Bar Numbers** page of **House Style ▶ Engraving Rules**, and appearance is set by editing the **Bar numbers** text style.

Automatic bar numbers are now treated more like real objects, and can be selected, moved, and filtered just like anything else. Any bar number can be hidden simply by selecting it and choosing **Edit ▶ Hide** or **Show ▶ Hide**.

For more details, see **3.6 Bar numbers** in Sibelius Reference.

Bar number changes

Create ▶ Other ▶ Bar Number Change has been extended to allow a variety of new advanced options:

- You can now create bar numbers in a variety of formats, including **1a, 1b, 1c...**, **1A, 1B, 1C...**, **a, b, c...** and **A, B, C...**
- You can add text before or after bar numbers (e.g. **1 new, 2 new, 3 new...** or **alt 1, alt 2, alt 3...**)
- You can create a bar number change that doesn't increase the bar numbering, useful for special cases like splitting a bar around a system break, via the new **No bar number (and don't count bar)** option.
- Sibelius will now correctly display a range of bar numbers under a multirest if the first bar of the multirest contains a bar number change, and ranges of bar numbers under multirests are always positioned below the staff if they are set to be centered.

Selecting a passage before creating a bar number change to an alternative format (e.g. **1a, 1b, 1c...**) will result in Sibelius "resetting" the bar number format to the original format on the bar following the end of the selection.

New Engraving Rules for bar numbers

All options concerning the appearance and positioning of bar numbers are set on the **Bar Numbers** page of **House Style ▶ Engraving Rules**, including the following new options:

- The new **Count repeats** option allows bar numbering to take repeat structures in a score into account and display this in a variety of ways
- To make bar numbers go below the bottom staff, you now only need to set the **Below bottom staff** option in the **Selected staves** list box
- You can make bar numbers appear at user-defined intervals (e.g. every 8 bars, every 16 bars)
- The new **Hide at rehearsal marks** option automatically hides bar numbers on barlines where rehearsal marks are present

- When bar numbers are set to be centered in the bar, bar number changes are now also centered in the bar.

Go to Bar

Edit ▶ Go To Bar is now more useful in scores containing multiple songs, movements or pieces with bar numbers reset to 1 at the start of each: if you repeatedly go to the same bar number, it will now select the next bar in the score that has the chosen bar number, allowing you to navigate usefully in scores containing bar number changes.

Page numbers

Sibelius 5 lets you renumber, change the format of or hide page numbers anywhere in a score. For example, you could number the introductory pages of your score i, ii, iii... or a, b, c..., with the music pages numbered 1, 2, 3..., using the new **Create ▶ Other ▶ Page Number Change** feature.

You can choose whether or not page numbers should be hidden or shown, and restart page numbers from any number in any format from any page in the score. Creating a page number change automatically creates a page break in the score.

Page numbers can now be hidden or shown like other objects, using the options in **Edit ▶ Hide or Show**. Hiding or showing the first page number in a page number change hides or shows just the first page number; hiding or showing any subsequent page number hides or shows all page numbers in that page number change.

Also:

- **Edit ▶ Go To Page** now allows you to go to a page number in any format.
- New options on the **Layout** page of **Multiple Part Appearance** allow you to choose whether or not page number changes from the full score should appear in dynamic parts; if not, you can specify the first page number of each part in this dialog instead.
- The **Page numbers** page of **House Style ▶ Engraving Rules** has been removed; all page number options are now controlled via the new **Create ▶ Other ▶ Page Number Change** feature.

For more details, [📖 3.7 Page numbers](#) in Sibelius Reference.

Rehearsal marks

New **Prefix** and **Suffix** controls on the **Rehearsal Marks** page of **House Style ▶ Engraving Rules** make it easy to use fonts that e.g. provide hand-drawn boxes around rehearsal marks (like the new **Reprise Rehearsal** font – see **Reprise and other fonts** on page 48).

You can also add extra characters before and/or after the automatic component of a rehearsal mark, e.g. to produce sequences such as 1A, 2A, 3A, etc., using the new **New prefix/suffix** checkbox in **Create ▶ Rehearsal Mark** dialog.

For more details, [📖 3.8 Rehearsal marks](#) in Sibelius Reference.

Reprise and other fonts

Reprise™

Reprise is the latest in Sibelius's growing range of elegant fonts. In fact, Reprise is a family of nine fonts that produce an astonishingly realistic simulation of hand-copying. Its music symbols are drawn with a fixed-width nib (rather than the italic nib used in Inkpen2), and additionally it includes two rubber-stamp fonts for titles and other large text.

CONCERT

JUST WASTIN' TIME

"ITCHY" PETE MILLIGAN

SWING (♩ = 200)

Dm G⁹ (MUTE) C11(b9)

(A) Am⁷ D⁹ 1. Gm/B^b F¹³

5

Special characters and plug-ins are included for adding hand-drawn lines and boxes to text and rehearsal marks, and house styles for incorporating Reprise into scores. Overall, Reprise is a beautiful reproduction of traditional hand-copying, in a style particularly suitable for jazz, lead sheets, big band, and show music.

For more details, see **7.7 House Style™** in Sibelius Reference.

Opus Note Names

The new Opus Note Names font writes the name of the note inside the notehead, like this:

This is ideal for music for beginning instrumental students. To use the new font, select the passage in which you want to write note names, or the whole score, and choose **Plug-ins > Other > Add Note Names to Noteheads**.

For more details, see **5.11 Plugins** in Sibelius Reference.

Chord symbols

There are two new fonts for chord symbols - Opus Chords Sans and Opus Chords Sans Condensed - with regular and narrow sans serif characters, similar to Arial or Helvetica. Plus various extra characters can now be included in chord symbols.



For more details, see **3.4 Chord symbols** in Sibelius Reference.

Early music & avant garde

Sibelius 5 now includes over 200 extra music symbols for early and contemporary music, in the new Opus Ornaments and Opus Special Extra fonts, including:


More ornaments																		
)	(()	‘	/	\	//	\	//	∞)	(
	t	£	£	—	—	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞
	/	\	+	∞	∞	∞	∞											
Arrows	↑	↓	←	→	↖	↗	↘	↙	∧	∨	<	>	∟	∟	∟	∟		
Clusters	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗
More techniques	▲	∞	×	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞
More clefs	▶	▶	▶	▶	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞
Round noteheads	●	●	●	●	○	○	○	○	○	○	○	○	○	○	○	○	○	○
	○	○	○	○	■	□	□	□	□	□	□	□	□	□	□	□	□	□
More accidentals	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†	†
Special stems	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞
More conductor	↓	↓	↓	↓	↓	↓	↓	↓	↓	↓	↓	↓	↓	↓	↓	↓	↓	↓
Prolations	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○

For more details, see **2.25 Symbols** in Sibelius Reference.

What's new?

Functional analysis

Musicologists and students can now write functional analysis in Sibelius 5, thanks to the new Opus Function Symbols font and text style.



The image shows a musical score in 4/4 time with a key signature of one sharp (F#). The notation is split into two staves: a treble clef staff and a bass clef staff. The treble staff contains a series of chords, while the bass staff contains a bass line. Below the bass staff, a series of chord symbols are aligned with the notes: T, T₃, D₅⁷, T, S₃, Sp⁷, S, D (D₃⁷), Tp (D₅⁷), T₃p, T₃⁶, Sp, Sp, D, D₅⁷.

For more details, see [3.5 Figured bass and Roman numerals](#) in Sibelius Reference.

Other improvements

- Opus Chords and its equivalent fonts now contain the following new characters:
 - “alt.”, for altered chords (Unicode 00BD)
 - A slash notehead symbol, for typing rhythm slashes in chord symbols (Unicode 00BC)
 - Stackable + and – characters, as an alternative to using sharps and flats in chord symbols with stacked alterations (Unicode 00F2–00FD)
 - 6/9 symbol as digits aligned above each other rather than as a fraction (Unicode 00DA)
 - “4 over 2” as an alternative to “2 over 4” (Unicode 00D1)
 - Large versions of ○, ∅ and Δ that sit on the font baseline (Unicode 00B0, 00B1 and 00B2 respectively)
 - Bar repeat symbol, so it can be typed above the staff aligned with the chord symbols (Unicode 00A3).


All of these characters are included in the chord symbol word menus for easy input.

- The Arabic numerals in Opus Roman Chords have been increased in size relative to the alphabetic characters, to make them more legible.
- Opus Special and its equivalent fonts now contain the following new characters:
 - include alternative characters for slash noteheads (with vertical ends for better alignment with stems) and diamond noteheads (as an alternative notehead for half and whole notes when writing rhythmic notation).
 - new Layout Marks symbol for special page breaks
 - new blank accordion coupler symbols for left-hand couplers.
- Opus Text and its equivalent fonts now include a tilde character, and a special equals sign with dots above and below the horizontal strokes to signify “circa,” and two halves of an H-bar symbol (on curly braces, { and }) for writing in page turn warnings specifying the numbers of bars’ rest on the next page.
- Opus Metronome and its equivalent fonts now include parentheses characters.
- The alignment of time signatures digits in Helsinki has been improved.
- Underlined text in Inkpen2 Script now has an underline of the correct position and thickness.
- The symbols for blank chord diagrams in Inkpen2 Special now look correct.

Plug-ins

You can now undo plug-ins, so you needn't be afraid of trying them out! To undo the effects of a plug-in, simply choose **Edit ▶ Undo** after running the plug-in.

The Manuscript language used by Sibelius's plug-ins has also been substantially extended and enhanced, which means that plug-ins can now do much more powerful things – see the separate **Using the Manuscript Language** documentation for more details.

Sibelius 5 has more than 20 new plug-ins. Each of the new plug-ins is documented in detail in Sibelius Reference –  **5.11 Plug-ins** for more details.

Chord Symbols

There is a new **Plug-ins ▶ Chord Symbols** folder, making three existing plug-ins (**Add Chord Symbols**, **Realize Chord Symbols and Diagrams**, **Chord Symbols as Fractions**) easier to find, and adding a new plug-in, **Add Capo Chord Symbols**, which can write appropriate chord symbols above the staff for guitars with capos set at specific fret positions.

Composing Tools

There are three new plug-ins in the **Plug-ins ▶ Composing Tools** folder:

- **Add Hit Point Staff** creates a new single-line staff in the score and creates a note on that staff at the rhythmic position of each hit point in the score. This makes it much easier to visualize the exact rhythmic position of each hit point within a bar.
- **Explode** separates music from one staff onto a larger number of staves. It complements the existing “explode” Arrange styles, providing greater control over how each note should be distributed to each instrument.
- **Fit Selection to Time** takes a passage of music and determines its duration or the time position at which it should end, creating tempo changes as necessary, invaluable when working with video.
- **Reduce** condenses music from a greater number of staves onto a single staff. Like the new **Explode** plug-in, it complements the existing “reduction” Arrange styles, providing greater control.
- **Transform Scale** takes a given selection of music and transforms it from one scale (e.g. major) to another (e.g. pentatonic), transposing each note appropriately.

Other

There are four new plug-ins in the **Plug-ins ▶ Other** folder:

- **Add Note Names to Noteheads** draws the names of notes inside the noteheads of every note in your score, using the special Opus Note Names font – see **Reprise and other fonts** on page 48.
- **Groovy Music Mark-up** is for marking up Sibelius scores in a special way before exporting a MIDI file to ensure correct import into the Groovy Music range of primary educational software
- **Make Piano Four Hands Layout** takes a score written for two pianos (or indeed any two keyboard instruments), and creates a new score in the conventional format for four hands piano music, with music for the lower player (secondo) on left-hand pages, and music for the higher player (primo) on right-hand pages

What's new?

- **Split Bar** splits a bar in two, useful for e.g. splitting a bar across a system or page break
- **Suggest Cue Locations** identifies suitable locations for cues based on number of bars' rest or rests of a minimum duration (in minutes and seconds), and marks them in the score – see **Cues** on page 41.

Playback

New Plug-ins ▶ Playback ▶ **Add Continuous Control Changes** plug-in, which can add a wide variety of MIDI messages to the score to automate special or advanced effects present in a number of third-party sample libraries, e.g. Garritan Jazz and Big Band.

Proof-reading

There are two new plug-ins in the Plug-ins ▶ Proof-reading folder:

- **Check Cues** checks that a pasted cue still matches the source staff from which the notes were taken – see **Cues** on page 41
- **Check Lyrics Hyphenation** checks the lyrics in your score to see that they are correctly hyphenated, and can correct them automatically if not.

Simplify Notation

There is a new Plug-ins ▶ Simplify Notation folder, making several existing plug-ins (**Combine Tied Notes and Rests**, **Duplicates in Staves**, **Remove Overlapping Notes**, **Remove Rests**, **Remove Unison Notes**) easier to find, and adding the following three new plug-ins:

- **Renotate Performance** can be used with any music input via Flexi-time or imported from a MIDI file, and is particularly effective with keyboard music (on two staves). It performs a general simplification of the music, producing more legible notation by examining durations, split point, voicing, and so on.
- **Move to Other Staff** moves a note from one staff of a piano or other keyboard instrument to the other. Useful if a note has ended up on the wrong staff after Flexi-time input or MIDI import.
- **Change Split Point** can adjust the split point of a given selection, moving notes above or below a specified pitch to the other staff of a keyboard instrument.

Text

New Plug-ins ▶ Text ▶ **Add Brackets to Reprise Script** plug-in, which automatically inserts the necessary characters into existing text objects in the score to add the brackets and lines characteristic of hand-copied jazz – see **Reprise and other fonts** on page 48.

Tuplets

There is a new Plug-ins ▶ Tuplets folder, including the following eight new plug-ins:

- **Add Notes to Tuplet** lengthens a tuplet to include as many extra notes as you selected within the tuplet, changing its ratio to keep the overall duration of the tuplet the same
- **Change Tuplet Ratio** rewrites the ratio of a selected tuplet without changing its duration (e.g. 3:2 can become 6:4, 6:8, etc.)
- **Lengthen Tuplet** takes a tuplet and selected notes following the tuplet and adds those notes to the end of the tuplet

- **Make into Tuplet** takes a selection of notes and turns them into a tuplet, offering to pad the bar with rests either before or after the new tuplet
- **Remove Notes from Tuplet** deletes the selected notes from the tuplet, changing its ratio to keep the overall duration of the tuplet the same
- **Shorten Tuplet** takes a selection of notes inside a tuplet and removes them from the tuplet, rewriting them as normal notes
- **Split or Join Tuplet** takes a single tuplet and splits it into two, or takes two or more tuplets and joins them into a longer one
- **Tuplet Preferences** provides options used by the other plug-ins in the **Tuplets** folder.

Other updated plug-ins

Many existing plug-ins have also been updated in Sibelius 5, including:

- Three plug-ins found in the **Plug-ins ▶ Accidentals** folder – **Simplify Accidentals**, **Respell Flats as Sharps** and **Respell Sharps as Flats** – have been updated such that they no longer discard Live Playback data, beam groupings, and notehead types of the notes processed by each plug-in.
- Plug-ins in the **Batch Processing** folder now always produce filenames with the correct extension, even if the filename contains one or more periods before the file extension.
- **Plug-ins ▶ Batch Processing ▶ Calculate Statistics** (useful for copyists, etc.) now produces statistics on a single score or a whole folder of scores, and now exports a text file rather than producing a score into which to write the results.
- **Plug-ins ▶ Batch Processing ▶ Convert Folder of Scores to Graphics** can now export graphics in PNG format.
- **Plug-ins ▶ Chord Symbols ▶ Realize Chord Symbols and Diagrams** now positions the new accompaniment instruments better, adds a new “Piano (left-hand only)” accompaniment style, and can be run when **Notes ▶ Transposing Score** is switched on.
- **Plug-ins ▶ Composing Tools ▶ Add Simple Harmony** now positions the new instruments it creates below the other staves in the score.
- **Plug-ins ▶ Composing Tools ▶ Pitch Mapping** can now handle enharmonically equivalent notes appropriately.
- **Plug-ins ▶ Composing Tools ▶ Retrograde** can now reverse music that contains triplets and other tuplets.
- **Plug-ins ▶ Notes and Rests ▶ Add Slash Noteheads for Parts** can now handle tuplets and instrument changes, and prevents the user from running it when viewing a dynamic part.
- **Plug-ins ▶ Notes and Rests ▶ Combine Tied Notes and Rests** now combines all the rests in a bar into a bar rest where possible.
- **Plug-ins ▶ Notes and Rests ▶ Double Note Values and Halve Note Values** can now handle triplets and other tuplets.
- **Plug-ins ▶ Other ▶ Add Harp Pedaling** now has an option for whether or not unused strings should show their pedals in flat or natural positions, and the algorithm to determine time elapsed between pedal diagrams has been improved.

What's new?

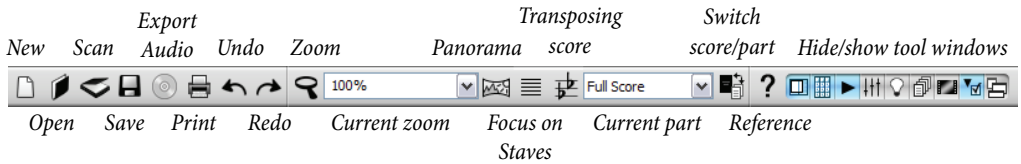
- **Plug-ins ▶ Other ▶ Scales and Arpeggios** has been improved such that scores produced by this plug-in now create hidden key signature changes instead of visible ones, and also add double barlines between scales.
- **Plug-ins ▶ Proof-reading ▶ Proof-read** can now run the new **Check Cues** plug-in.
- **Plug-ins ▶ Text ▶ Change Dynamics** can change dynamics for both Helsinki Text and Reprise Text.
- **Plug-ins ▶ Text ▶ Save Lyrics** has been renamed as **Export Lyrics**, for consistency with other features in the program.
- **Plug-ins ▶ Text ▶ Smarten Quotes** no longer loses line breaks in multi-line text objects it processes to smarten the quotes within them.

Look and feel

If you are upgrading from Sibelius 4, the look and feel of Sibelius 5 will be immediately familiar, with only a couple of changes, allowing you to get back to work right away. If you are upgrading from an earlier version of Sibelius, there will be a few more changes to get used to. There are many improvements that will make working with the software quicker and more comfortable.

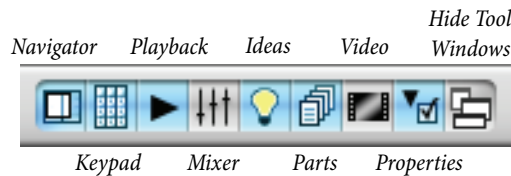
Toolbar

The toolbar now has the following controls:



The only new button added since Sibelius 4 is for Panorama, just to the right of the zoom menu.

The new group of buttons at the far right-hand side of the toolbar are for hiding and showing Sibelius's eight floating tool windows, as follows:



These buttons correspond to the options in the **Window** menu, and all have keyboard shortcuts.

The only change here is that there is no longer a button for Kontakt Player; in its place is a button for showing the new Ideas window.

Menus

Various menu items have been renamed slightly or moved to other menus. The most important changes since Sibelius 4 are:

- **Layout ▶ Instruments and Staves** has been moved to **Create ▶ Instruments**, but retains the same shortcut **I**
- **Layout ▶ Focus on Staves** has been moved to **View ▶ Focus on Staves**, but retains the same shortcut **Ctrl+Alt+F** or **⌘+⌘F**
- Input device options have moved from the **Input Device** page of **Play ▶ Playback and Input Devices** to a new **Input Devices** page in **File ▶ Preferences** (in the Sibelius menu on Mac)
- **Window ▶ Kontakt Player** has been removed because Sibelius can now use any virtual instrument; you can show the new Kontakt Player 2 window (and other virtual instruments) via the redesigned Mixer window.

Full details are in **Appendix B: Menu changes** on page 75, including changes to menus from earlier versions of Sibelius.

Keyboard shortcuts

Though we've added a few new keyboard shortcuts in this upgrade, we've changed only one keyboard shortcut since Sibelius 4: **Shift-P** is now the shortcut for **View ▶ Panorama**, and **Play ▶ Performance** no longer has a keyboard shortcut.

If you're upgrading from a version earlier than Sibelius 4, there will be more keyboard shortcut changes to get used to – full details are in **Appendix C: Keyboard shortcuts** on page 76.

Note input

There are no significant changes to note input in Sibelius 5. One useful new feature, however, is that if you select a passage before you create a clef, time signature or key signature, Sibelius will automatically restore the original clef, time signature or key signature at the end of the selected passage. It will do this regardless of the length of the passage, so if you typically click in an empty part of a bar (which makes a passage selection of one bar) before you create one of these objects, Sibelius will now automatically restore the original object at the end of the bar, which may not be what you want. If you want to disable the creation of restorative objects at the end of selections of one bar or shorter in length, switch off **Restore original item after single-bar selection** on the **Note Input** page of **File ▶ Preferences** (in the Sibelius menu on Mac).

If you are upgrading from Sibelius 2 or 3, there is one further significant change, introduced in Sibelius 4, that you need to know about: **space** is no longer used for inputting rests. Instead, the **0** key on the numeric keypad is used for inputting rests. This also means:

- In previous versions, hitting **0** on the numeric keypad with one or more notes or rests selected would toggle the selection between notes and rests.
- In previous versions, hitting **space** with a note selected would show the note input caret *after* the selected note, allowing you to continue note input from that point.
- If you are using a notebook (laptop) computer and therefore do not have a numeric keypad on your keyboard, we recommend choosing the **Notebook (laptop) features** feature set on the **Menus and Shortcuts** page of **File ▶ Preferences**, which assigns the numeric keypad functions to the row of number keys on the main keyboard (Windows only).

For details of how to make Sibelius 5 behave as closely as possible to Sibelius 3 or Sibelius 2 with regard to note input shortcuts, see <http://www.sibelius.com/helpcenter/en/a481>. But, of course, we don't recommend this: if at all possible you should learn the new note input shortcuts.

For further help with customizing Sibelius's keyboard shortcuts, see **5.9 Menus and shortcuts** in Sibelius Reference.

Navigator

If you are upgrading from Sibelius 3 or earlier, be aware that the behavior of the Navigator window changed in Sibelius 4.

In earlier versions, to continue scrolling over long distances (e.g. more than a couple of pages) you had to keep moving the mouse – if you were dragging a really long way, you may even have had to pick your mouse up from the desk, while keeping the mouse button held down, and put it down again in order to have enough room on your desk to keep scrolling! This made using the Navigator rather tiring.

Now, the Navigator has scrolling “zones” at its left- and right-hand sides. So to scroll more than a page or two, keep the mouse button held down and move the pointer towards the edge of the Navigator, and Sibelius will start scrolling. Once Sibelius has started scrolling, you can keep the mouse pointer in the same position, and Sibelius will keep scrolling; move the mouse pointer further in the same direction and Sibelius will scroll faster.

If you find the new behavior of the Navigator awkward at first, why not try out some of the other quick navigation methods in Sibelius? For example, hitting **Home** and **End** moves the score left and right a screenful or a page at a time; **Ctrl+Home** or ⌘⌘ goes to the start of the score and **Ctrl+End** or ⌘⇧ goes to the end of the score. **Page Up** and **Page Down** (⇧ and ⇩ on some Mac keyboards) moves the score up and down; **Ctrl+Page Up** or ⌘⇧ moves to the top of the page and **Ctrl+Page Down** or ⌘⇩ moves to the bottom of the page. You can also switch on **View ▶ Scroll Bars**, which can be dragged to any point in the score. And if your mouse has a wheel button, you can use that to scroll up and down: hold **Shift** to scroll left and right, and hold **Ctrl** or ⌘ to zoom in and out.

Even more Mac improvements

Sibelius 5 is a Universal application, meaning it runs at full speed on Mac OS X on both PowerPC and Intel processors. Sibelius 5 also takes advantage of the latest Apple technologies, making it the most Mac-friendly version yet:

- The appearance of dialog elements has been improved, including using the latest Human Interface Toolbox controls for list boxes, combo boxes and pop-up menus.
- Custom dialog elements (e.g. the list of symbols in **Create ▶ Symbol**, the list of clefs in **Create ▶ Clef**, the score preview in **Layout ▶ Document Setup**, etc.) are now drawn using Quartz for improved appearance.
- It is now possible to use ⌘ as an equivalent to Esc in all dialogs with a **Cancel** button.
- Menu names in the menu bar no longer flash while inputting text into the score.
- Various cosmetic problems with dialog controls and elements have been fixed.
- Sibelius now only uses Quartz for the clearest, smoothest screen display possible. OpenGL smoothing is no longer available.

Other improvements

- While Sibelius is loading, messages appear on the splash screen to tell you what it's doing.
- The **Textures** page of **File ▶ Preferences** (in the **Sibelius** menu on Mac) has been changed such that you can now set the desktop and paper textures for the full score, dynamic parts, and for editing ideas independently, with a graphical preview in the dialog.
- Dialogs now use standard group boxes rather than custom separator lines where appropriate.
- Dialogs that do not have a **Cancel** button are now consistently confirmed by clicking **Close**, rather than some having an **OK** button and others having a **Close** button.
- **Help ▶ Grove Music** has been removed from the program.

Other improvements and fixes

The other new features and improvements in Sibelius 5 are summarized below in alphabetical order.

For more details, refer to the appropriate section of Sibelius Reference – either in the new printed book (if you have purchased one) or on-screen by choosing **Help ▶ Sibelius Reference** (shortcut **F1** or **⌘?**).

Accidentals

When notes in two voices coincide in the bar, and one voice is cue-sized, accidentals on notes in the cue-sized voice will now always appear at the correct size.

Articulations

- You can now define the playback behavior of each articulation type on the new **Articulations** page of **Play ▶ Dictionary** – see **Playback** on page 29.
- Articulations can now be flipped correctly to the other side of notes when cross-staff beaming is used.
- Moving notes between voices using **Alt+2** or **⌘2** etc. no longer causes articulations to be lost.

Bars and bar rests

New **Edit ▶ Delete Bar** feature (shortcut **Ctrl+Backspace** or **⌘-Delete**) that deletes the selected bars.

Beams

New **Adjust for cross-staff and between-note beams** option on the **Beams and Stems** page of **House Style ▶ Engraving Rules**, which fixes two problems: stems no longer appear on the wrong side of noteheads in cross-staff beaming; and stems are now drawn on the correct side of the notehead if you drag a beam between a very low and a very high note on the same staff. This option is on by default in new scores.

Breaks

- You can now insert blank pages anywhere with a couple of clicks, using the new **Layout ▶ Break ▶ Special Page Break** feature (shortcut **Ctrl+Shift+Return** or **⌘⌘Return**), then add text, graphics, etc. to produce title pages and performance instructions.
- Blank pages even work in parts too – in fact, you can make any blank page or title page appear in the score, the parts, or both.
- Special page breaks also allow you to modify the page and staff margins on subsequent pages – see **Document Setup** below.
- Layout marks (e.g. system break, page break, special page break icons) can now be selected by clicking them, so that they can be deleted.
- New **Create ▶ Title Page** dialog, allowing you to create one or more blank pages at the start of the score and automatically add Title, Composer, etc. text to it.

Chord symbols

The word menus for chord symbols have been overhauled, providing easier access to chord symbols following different conventions, including:

- Root accidentals on the baseline, rather than superscript root accidentals
- +/- for stackable alterations instead of flat and sharp symbols
- Different word menus for maj/min, ma/mi, Brandt-Roemer chord types etc.

Clefs

- **Create** ▶ **Clef** now allows the creation of clefs that change when **Notes** ▶ **Transposing Score** is switched on and off. This is useful for low wind and brass instruments, that tend to be written in one clef for scores in concert pitch, and in another when written at transposed pitch.
- When creating a clef with a passage selection, Sibelius now automatically creates a second clef at the end of the selection to revert to the original clef for you.

Document Setup

- New **After first page** option in **Layout** ▶ **Document Setup** allows the user to set the top and bottom staff margins (i.e. the bounding box describing the vertical extent of the staves on a page) independently for the first page of the score and all subsequent pages. This makes it very easy to leave room for e.g. the title text at the top of the first page and any copyright text at the bottom of the first page without affecting the layout of subsequent pages.
- It is now possible to change the page and staff margins for sections of the score by creating a special page break (see **Breaks** above).

Dynamic Parts

- The **Document Setup** page of **Multiple Part Appearance** now includes a **Margins** button, allowing the user to set the page and staff margins of one or more parts directly. As a result, the option **Lower first system by n spaces** on the **Layout** page of the same dialog has now been removed.
- New options on the **Layout** page of **Multiple Part Appearance** allow you to determine how (or whether) special page breaks in the full score should appear in dynamic parts.
- **Copy Part Layout** now copies page size, staff size, page and staff margins, distance between staves and systems (as defined on the **Staves** page of **House Style** ▶ **Engraving Rules**), page number changes, and special page breaks.
- Dynamic parts set to portrait orientation now print correctly in portrait when the score is set to landscape (Windows only).

Edit Sound Sets

Play ▶ **Edit Sound Sets** has been removed from Sibelius in the light of extensive changes to the format of sound set files. Choose **Help** ▶ **Help Center** to visit the online Help Center for more information about creating your own sound sets.

Edit Staff Types

House Style ▶ Edit Staff Types has been removed from Sibelius, because staff types now only exist in relation to specific instruments. To edit the staff type used by an instrument, use House Style ▶ Edit Instruments.

Edit Symbols

Clicking Delete in House Style ▶ Edit Symbols no longer removes the symbol entirely from the list; instead, it clears the existing slot.

Edit Text Styles

- The Attached to read-out on the General page of Edit Text Style has been removed, in favour of showing the type of text style being edited in the dialog's caption; it now reads Staff Text Style, System Text Style or Blank Page Text Style as appropriate.
- The Vertical Posn page of Edit Text Style has been reorganized to make the different options suitable for staff text, system text and blank page text clearer.
- New Relative to first page margins only checkbox on both the Horizontal Posn and Vertical Posn pages of Edit Text Style. This determines whether page-aligned text that is “snapped” to margins should always be drawn at the same horizontal and/or vertical position as the margins on the first page of the score, or should be positioned according to the current page margins (as determined by any margin changes in special page breaks).
- The Word menu drop-down on the General page of Edit Text Style now shows a scroll bar when necessary, allowing the user to choose all the available word menus if there are more than 15 present.

Exporting audio

Sibelius now exports audio files “off-line,” i.e. not in real time. For simple audio files, this means that export may be much quicker than real time; for more complex audio files, it may be slower than real time, but the resulting audio file will be glitch-free. This means that you can now export audio files that are more complex than your computer can play in real time.

Exporting graphics files

- Sibelius can now export graphics in Portable Network Graphics (PNG) format via File ▶ Export ▶ Graphics.
- Sibelius can now export Windows bitmap graphics (BMP) via File ▶ Export ▶ Graphics on Mac.
- Options in the File ▶ Export ▶ Graphics dialog now stick at what you set them to throughout a session.
- Sibelius no longer supports EMF graphics export (Windows only).

Exporting MIDI files

- Sibelius can now export a MIDI file designed to play on any sound set without requiring you to adjust the playback settings of the current score. For example, if you are working with Sibelius Sounds Essentials in Kontakt Player 2 (which is not General MIDI-compatible) but want to export a MIDI file to be played by a standard media player, you can choose to export a General MIDI-compatible MIDI file by selecting the General MIDI sound set in the Export MIDI File Options dialog. Conversely, if you are using a sample library and want to export a MIDI file to

continue working with the file in a sequencer, export a MIDI file targeted at your current sound set, and all existing key switches, MIDI controllers etc. will be exported in the MIDI file, reducing the amount of reprogramming you have to do in your sequencer.

- Sibelius can now export both Type 0 and Type 1 MIDI files (previously it could export only Type 1), as determined in the new **Export MIDI File Options** dialog.
- The MIDI tick resolution (pulses per quarter note, or PPQN) of exported MIDI files can now be set via the new **Export MIDI File Options** dialog.

Files

- Sibelius 5 scores are now considerably smaller than scores in previous versions; they are up to 50% smaller.
- When saving a score for the first time, Sibelius now suggests a filename automatically, based on the **Title** field in **File ▶ Score Info**, if it is set, or Title text in the score.
- Sibelius 5 can export scores in Sibelius 4, Sibelius 3 (or Sibelius Student or G7), and Sibelius 2 format, via the **File ▶ Export ▶ Sibelius 2, 3, 4 or Student** menu option.
- New **Hidden notes and rests don't affect stem directions and rests** option in the **House Style** dialog accessed from the **Update Score** dialog when opening scores created in earlier versions of Sibelius.
- **Add Instruments** button on the first page of **File ▶ New** has been renamed to **Change Instruments** to make it clearer that you can add *and* remove instruments from manuscript papers in this way.
- The **Create title page** option on the final page of **File ▶ New** now creates a title page using a special page break (see **Breaks** above).
- The focus is now set correctly in the **Title** field in **File ▶ Score Info** when the dialog is opened, allowing the user to type directly into the dialog without clicking to activate the edit control (Mac only).
- New **Instrument changes** field in **File ▶ Score Info**, which lists all the instrument changes used in the full score or current part. This corresponds to the new text wildcards `\$InstrumentChanges\` and `\$HeaderInstrumentChanges\`, which can be useful in dynamic parts (e.g. so **Part name** can be “Reeds 1” and **Instrument changes** can be “Clarinet, Alto Sax”). Other new **Score Info** fields include **Dedication**, **Artist**, **Year of composition**, **Composer's Dates**, **Opus Number**, **Copyist**.
- In very large scores (with many staves at a very small staff size on a large page size), it was sometimes not possible to view the end of the score. This is now fixed.
- The reliability of **File ▶ Append Score** has been much improved on earlier versions, where it was possible for this operation to cause Sibelius to crash.

Filters

- New **Edit ▶ Filter ▶ Bar Numbers** quick filter, to select all the bar numbers in the selection (see **Numbering** on page 46).
- New **Edit ▶ Filter ▶ Page Number Changes** quick filter, to select all the page number changes in the selection (see **Numbering** on page 46).

Focus on Staves

Layout ▶ Focus on Staves has been moved to View ▶ Focus on Staves.

Guitar tab

Grace note-sized guitar tab numbers are now correctly aligned with full-size tab numbers.

Help

Help ▶ Sibelius Reference now launches a PDF version of the Sibelius Reference book instead of the web-based system used in Sibelius 4. This opens faster and is easier to read.

Hiding objects

New Hidden notes and rests don't affect stem directions and rests option on the Notes and Tremolos page of House Style ▶ Engraving Rules. With this option switched on, Sibelius will ignore hidden notes and rests when deciding the stem direction and vertical positioning of rests in other voices.

House styles

- When importing a house style into a score, Sibelius will now make more intelligent decisions about how to merge the new styles in the house style with the existing styles in the destination score:
 - All compulsory styles in the house style (e.g. default text styles, default instruments, default symbols, none of which can be deleted) replace the corresponding styles in the destination score.
 - Any user-defined styles in the house style that match completely the appearance of a style already in existence in the destination score will not be imported (so as to avoid unnecessary duplication of identical styles).
 - Any user-defined styles in the house style that either do not exist in the destination score, or which correspond to existing styles (e.g. have the same name) but do not have the same appearance, are added to the styles in the destination score (so as to avoid overwriting existing user-defined styles with non-matching styles).
- These changes also apply to copying and pasting material between scores – see **Selections and passages** below.
- In addition, it is now possible to import e.g. a single text style, or a single symbol, by copying and pasting that item from one score to another; this now imports only those styles necessary to represent the pasted item. This effectively allows the “merging” of items from many different scores and/or house styles into a single master house style.
- The option to import Staff types from a house style file has been replaced with an option to import Instrument definitions – see **Edit Staff Types** and **Staves** for more details.

Importing graphics

- TIFF graphics imported using Create ▶ Graphic can be placed on blank pages created using special page breaks.
- Graphics imported via Create ▶ Graphic can now be made cue-sized.
- Graphics imported via Create ▶ Graphic now scale correctly when attached to small staves.

Importing MIDI files

The **Open MIDI File** dialog now has a new **Hide empty staves** option, switched on by default. To ensure that all staves are shown throughout the resulting score after the MIDI file has been imported, switch this option off.

Installing Sibelius

- Sibelius now uses a standard Windows Installer (MSI) installer package, making it simpler to deploy in network environments (Windows only).
- Sibelius now requires Microsoft .NET Framework 2.0 to be installed. The installer will prompt you to download the correct version if it is not already installed (Windows only).

Key signatures

When creating a key signature with a passage selection, Sibelius automatically creates a second key signature at the end of the selection to revert to the initial key for you.

Lines

- You can now edit the apertures of hairpins on a hairpin-by-hairpin basis, using new controls in the **Lines** panel of **Properties**. The closed end, open end, small continuation and large continuation apertures can all be individually edited. Setting **Closed end** aperture to a value greater than 0 produces “open” hairpins sometimes used by contemporary composers.
- Hairpins now determine their end dynamic automatically in playback, either by looking at an explicit text dynamic directly afterwards, or by increasing or decreasing by one dynamic level if no explicit dynamic is found.
- When extended or retracted with **space** or **Shift-space**, hairpins now snap to a position just before the barline, preventing them from crossing system or page breaks when they end before the first note of the next bar.
- It is no longer possible for the second half of a hairpin to point the wrong way after a system or page break.
- **Continuation large aperture *n* spaces** for hairpins on the **Lines** page of **House Style** ▶ **Engraving Rules** now works correctly.

Lyrics

- To save typing all the lyrics into a score, you can now add them automatically from a text file using the new **Create** ▶ **Lyrics** ▶ **From Text File** feature. Sibelius will determine the correct syllabification of the words (provided the text is in English, German, French, Spanish or Latin) and paste the text into the score, taking into account slurs to produce melismas.
- Pasting lyrics from the clipboard can now also automatically hyphenate lyrics as you paste them. New options to control this are on the **Others** page of **File** ▶ **Preferences** (in the **Sibelius** menu on Mac).
- If you type the lyrics in yourself, Sibelius will check that you’ve split syllables in the right places – see **Plug-ins** on page 51.
- All lyrics text styles can now be created from a single menu, **Create** ▶ **Text** ▶ **Lyrics**.

Manuscript papers

- Several new manuscript papers, including **Bass staff**, **Mariachi band**, **Orchestra**, **concert**, **Orff classroom 1**, and **Orff classroom 2**.
- Scores created in Sibelius 5 now include the following new text styles by default:
 - **Boxed system text**: new system text style, suitable for boxed instructions that should be printed in all parts.
 - **Plain system text**: new system text style, suitable for general instructions that should be printed in all parts by default.
 - **Boxed text (on blank page)**, **Composer (on blank page)**, **Dedication (on blank page)**, **Plain text (on blank page)**, **Plain text, right (on blank page)**, **Plain text, centered (on blank page)**, **Subtitle (on blank page)** and **Title (on blank page)** text styles, for use on blank pages created using special page breaks.
 - **Instrument name (cues)**: staff text style used by **Edit ▶ Paste as Cue** to label cue passages
 - **Instrument change**: staff text style used by **Create ▶ Instrument Change** for the name of the new instrument.
 - **Function symbols**: new staff text style for functional analysis, using the new **Opus Function Symbols** font.
 - **Metric modulation**: new system text style for writing metric modulations, using the **Opus Metronome** font.
- New scores created in Sibelius 5 no longer include the text styles **Title (on title page)** and **Composer (on title page)**, as these have been replaced by new text styles found in the **Create ▶ Text ▶ Blank Page Text** submenu. These old text styles will continue to exist in scores created in Sibelius 3 or 4.
- In new scores created in Sibelius 5, page-attached repeating text (e.g. page numbers, headers, footers, etc.) will always be positioned horizontally and vertically according to the page margins of the first page of the score. If you want the position of a text object to take into account any changes to page margins in the score, switch off the **Relative to first page margins only** options on the **Horizontal Posn** and/or **Vertical Posn** tabs of **Edit Text Style** – see **Edit Text Styles** above for more information. If you want the new default behaviour in existing scores, you should either import one of the standard house styles supplied with Sibelius 5, or switch these options on for your existing text styles.
- New scores created in Sibelius 5 have the new **Hidden notes and rests don't affect stem directions and rests** option from the **Notes and Tremolos** page of **House Style ▶ Engraving Rules** switched on by default.
- New scores created in Sibelius 5 have **Large continuation aperture n spaces** set to 1.1 on the **Lines** page of **House Style ▶ Engraving Rules**.

Multirests

- Page-attached system text (such as **Header (after first page)**) no longer causes multirests to split. In earlier versions of Sibelius, such text items attached to a bar other than bar 1 would result in multirests splitting at the bar to which the text was attached; now the multirest will not split, but the text will not be shown in the part. To ensure that the multirest doesn't split and that the text is drawn, make sure that header text is attached to bar 1.

- You can now change the width of a multirest by dragging the barline at either end, even if that barline is a special barline (e.g. a double barline).

Noteheads

Scores now include new notehead types:

- The rhythm slash noteheads (noteheads 3 and 4) have been improved, so that alignment with stems is improved
- New large cross notehead (notehead 26) suitable for unison marching percussion
- New slash noteheads (noteheads 27 and 28) that have the same appearance as noteheads 3 and 4 in older versions, but which do play back
- New cross notehead using the double sharp symbol as the cross (notehead 29)
- New “ping” notehead for unpitched percussion (notehead 30).

The numbers of these noteheads may end up different when Sibelius adds them automatically to existing scores; to check which notehead is which in a particular score, use **House Style ▶ Edit Noteheads**.

Note input

- New **Restore original item after single-bar selections** option on the **Note Input** page of **File ▶ Preferences** (in the **Sibelius** menu on Mac), switched on by default. If you switch this off, Sibelius will no longer create restorative time signatures, key signatures, clefs, instrument changes, etc. if the selection is of a bar or shorter in length.
- If you switch off **Play notes as you edit** on the **Note input** page of **File ▶ Preferences** (in the **Sibelius** menu on Mac), Sibelius will remain completely silent when inputting or editing notes via mouse input, alphabetic input or step-time input. It will only play the notes during Flexi-time input or playback.
- Sibelius no longer crashes if you try to add too many notes to a chord using the number keys on the main keyboard.

Opening MusicXML files

The quality of MusicXML file conversion has been improved dramatically in Sibelius 5:

- The **Open MusicXML File** dialog has been redesigned to make the options clearer, and new options have been added to allow you to choose whether you want to retain the layout and formatting of the MusicXML file.
- Sibelius can now open MusicXML 2.0 files, in both their uncompressed (.xml) and compressed (.mxml) formats.
- Layout and formatting is much more accurately imported for MusicXML 1.1 or later files, including staff spacing, hidden staves, system layout, blank pages, multirests and more.
- Sibelius now imports many more notations from MusicXML files, including unpitched percussion staves, guitar chord diagrams, notehead types, hidden objects, tremolos, nested tuplets, cautionary key signatures, and more.

What's new?

- Importing of text objects from MusicXML files is substantially improved, including font, point size, positioning of text and lines, support for page-attached text (such as headers, page numbers, and so on), bar numbers, and more.
- Various problems relating to correctly determining the lengths of bars in MusicXML files (relating to the different ways of describing tuplets, multiple voices, cross-staff beaming, grace notes, etc.), resulting in bars that looked correct until you attempted to edit them, at which point it became obvious that the bar was the wrong length, have been resolved.

Percussion

- When editing the mapping of noteheads to drum sounds in the **Edit Staff Type** dialog (now accessed from **House Style ▶ Edit Instruments**), the drum sound is no longer chosen from a preset list of General MIDI percussion sounds or a specific MIDI pitch. Instead, the mapping is now defined by the new SoundWorld sound IDs, which can more accurately describe the variety of percussion sounds available on today's hardware and software instruments.
- You can now make a combination of notehead and articulation on a percussion staff make a specific sound, e.g. to contrast open and closed hi-hat.

Performance

New option **Convert Live Playback velocities to dynamics on sustaining instruments** in **Play ▶ Performance**. When switched on, this option means that Live Playback velocities are converted to dynamics rather than to attack for sustaining instruments that use the modulation wheel for volume (e.g. in *Garritan Personal Orchestra*).

Preferences

- New **Input Devices** page has been added to **File ▶ Preferences** (in the Sibelius menu on Mac). This page contains some of the controls that used to be on the **Input Devices** page of **Play ▶ Playback and Input Devices**, which has now been removed. The other controls are now found on the existing **Note Input** page of **File ▶ Preferences**.
- New **Playback** page been added to **File ▶ Preferences** (in the Sibelius menu on Mac). This page contains some of the controls that used to be on the **Play ▶ Performance** dialog, and additionally some options similar to those that used to be in **Kontakt Player Options** in **Play ▶ Playback and Input Devices** in Sibelius 4.
- Multi-user installations of Sibelius (serial numbers beginning **SCxF**, **SCxM**, **SCxW**) now write preferences to the global preferences area for all users when run by an administrator user, so that limited-privilege user accounts on that machine do not need to set up their own preferences each time the application runs.

Printing

The **File ▶ Print** dialog has been reorganized to make it fit into smaller display resolutions, and **Alt+letter** shortcuts for the various options have been improved (Windows only).

Properties

- The **Staves** panel of Properties has now been removed:
 - The **Small staff** checkbox is now found in **Create ▶ Instruments**.

- Changing the range of an instrument is now done via the new **Edit Instrument** dialog, accessed via **House Style ▶ Edit Instruments**.
- To change the initial staff type of a staff, use **Create ▶ Other ▶ Instrument Change** to change the initial instrument of a staff, which will also change the staff type.
- The **General** panel of Properties now has a helpful read-out of the page number of the current selection.
- The **Lines** panel of Properties has new controls for adjusting the apertures of individual hairpins – see **Lines** above.
- The **Playback** panel of Properties has new controls for adjusting the playback of hairpins and trills.

Scanning

- PhotoScore can now read cross-staff beaming, piano pedal lines, repeat barlines, 1st- and 2nd-ending lines, and other new symbols
- PhotoScore Ultimate (the new name for PhotoScore Professional) can read some handwritten noteheads
- Sibelius now correctly imports multirests from PhotoScore files
- Positioning of text in files imported from PhotoScore has been improved
- Cue-sized notes in PhotoScore are now correctly imported as cue notes in Sibelius

Selections and passages

- New **Edit ▶ Select ▶ Select Bars** dialog (shortcut **Ctrl+Alt+A** or **⌘+⌘A**) allows you to quickly select from the current bar to any bar later in the score, or to the very end of the score.
- Copying and pasting material between scores will now only create any text styles, line styles, staff types, notehead types and symbols used by the copied material, rather than effectively importing the entire house style of the score from which the material was copied.
- If material to be pasted includes a user-defined style (e.g. a text style) that has the same name as a style in the score into which the material is to be pasted, but the appearance of those styles do not match (e.g. they use a different font), Sibelius now creates a new user-defined style with a different name in the destination score, rather than the pasted objects assuming the existing style.
- **Edit ▶ Select ▶ Select More** now selects all the bar numbers on a system if invoked with a bar number selected.
- Copying a group of notes that cross a barline no longer unexpectedly erases notes that follow the pasted music in the destination bar.

Staves

- **Create ▶ Other ▶ Staff Type Change** has been removed from Sibelius. To change the staff type of an existing instrument, users should now use **Create ▶ Instrument Change** to change to an instrument with the appropriate staff type – see **Instrument changes** on page 44.

Symbols

- The list of symbols in **Create ▶ Symbol** now opens at the correct row when the dialog is reopened, so that you can see the previously selected symbol.

What's new?

- More than 180 new symbols, including early music ornaments, arrows, note clusters, extra conductor symbols, and more – see **Reprise and other fonts** on page 48.

Text

- Word menus (which appear when you right-click (Windows) or **Control**-click (Mac) during text input) are now larger by default. You can also now adjust the font size of word menus on the **Word Menus** page of **File ▶ Preferences** (in the Sibelius menu on Mac).
- Text can now be set to be cue-sized by selecting it and hitting the cue-sized button on the Keypad, or switching on the **Cue-sized** checkbox in the **General** panel of Properties.
- Sibelius now includes a new kind of text alongside staff text and system text: blank page text. Blank page text can only be created on blank pages created using special page breaks.
- The **Create ▶ Text** submenu has been reorganized, with all lyrics text styles now found in the new **Create ▶ Text ▶ Lyrics** submenu, and new blank page text styles found in the new **Create ▶ Text ▶ Blank Page Text** submenu.
- Text that repeats on multiple pages but which is set not to display on the first page (i.e. the page to which it is attached), such as **Header (after first page)**, now appears on the page to which it is attached, but is always hidden on that first page. This makes it much easier to create this text (since you don't have to have both the page to which the text is attached and the page upon which the text is supposed to appear in view at once).
- The `\$Time\` and `\$FileDate\` wildcards now produce time in the correct local format (Mac only).

Time signatures

- **Create ▶ Time Signature** now has a checkbox option **Rewrite bars up to next time signature**, on by default, instead of asking you after you click **OK** whether you want the following bars to be rewritten.
- When creating a time signature with a passage selection, Sibelius automatically creates a second time signature at the end of the selection to revert to the original time signature for you.

Transposing

- **Notes ▶ Transpose** now lets you directly choose the key to transpose the music into, as an alternative to specifying the transposition in terms of intervals.
- New **Change key at start** option in **Notes ▶ Transpose**, to automatically add a new key signature at the start of the selection, when transposing a system passage.

Tremolos

You can now define the playback behavior of each kind of one-note tremolo and buzz roll (“z on stem”) on the new **Articulations** page of **Play ▶ Dictionary**.

Triplets and other tuplets

- Sibelius now includes a suite of plug-ins that make editing tuplets in your score much simpler – see **Plug-ins** on page 51 for more details.
- When tuplets are made cue-sized, their bracket and number are now correctly scaled.

Video

- Accuracy of synchronization between score playback and attached video files is improved.
- Shift-[and Shift-] now work to advance through the video a frame at a time in all frame rates, including 29.97 non-drop.

View menu

- New View ▶ Panorama menu item (shortcut Shift-P), which switches on Panorama.
- New Fit page height zoom level, which is useful when working in Panorama.

Window menu

- Window ▶ Kontakt Player has been removed (along with its corresponding toolbar button), because you can now access Kontakt Player 2 and other virtual instruments via the buttons in the Mixer window.
- New Window ▶ Ideas menu item (shortcut Ctrl+Alt+I or ⌘+⌥+I) and toolbar button, to show and hide the new Ideas window – see **Ideas** on page 34.

What's new?

Appendices

Appendix A: Improvements up to Sibelius 4.1.5

The following is a list of the most important improvements made up to Sibelius 4.1.5. In general, bug fixes are not listed here.

Improvements are annotated (v2), (v3) or (v4), depending on which version they were added in. If you are upgrading from Sibelius 1.x, then in addition to the new features of Sibelius 5, you also get the more than 600 improvements introduced in Sibelius 2, Sibelius 3 and Sibelius 4.

For further information, please consult the relevant Sibelius Reference section.

<i>Feature</i>	<i>Improvements</i>
Accidentals	Improved positioning of accidentals in chords (v2), and ability to hide them (v3).
Arrange™	Saves time arranging and orchestrating by copying music intelligently into combinations of instruments, with over 140 included styles (including “explode” and “reduction”), and the ability to create your own (v2)
Articulations	Articulations can be flipped, are automatically positioned at the stem ends of notes, and are centered on the stem when they are at the stem end of a note (v2)
ASCII tab files	Import and export ASCII tab files (v3)
Barlines	Early music barlines (barlines between staves, tick, short) and option to set default barline type (v2)
Bar numbers	Multirests can show ranges of bar numbers below them, bar numbers can be dragged any distance, and bar numbers respect the horizontal positioning options of the bar numbers text style (v4)
Beams	Extensive improvements to the handling of beams, including beaming over rests, beaming of tuplets, and editing beam groupings (v3); Optical beam positions algorithm, beaming across system and page breaks, direction of fractional beams can be flipped, French beaming (v4)
Brackets and braces	Brackets and braces are now hidden if there is no barline at the left-hand side of the system (v3)
Breaks	Auto page breaks for automatic page turns at rests in extracted parts (v3)
Chord diagrams	Chord diagrams (guitar frames) can be transposed, and stored in libraries for easy sharing (v3); chord diagrams can show fingerings above or below them (v4)
Chord symbols	New characters in Inkpen2 Chords and Opus Chords, new Opus Roman Chords and Opus Japanese Chords fonts (v4)
Color	Change the color of almost any object in the score (v3)
Display settings	New display smoothing options, including OpenGL on Mac OS X (v3); many high-quality desk and paper textures to make your working environment more pleasant (v2);
Document setup	Independent margins for left- and right-hand pages, new “staff margins” feature determines position of staves relative to instrument names (v2), new standard page sizes for parts (v4)
Dynamic parts	Instrumental parts are stored in the same file as the full score; changes in the score are automatically reflected in the parts, and vice versa; automatically print all parts; new Auto Layout dialog, can provide automatic system and page breaks (v4)
Edit Text Styles	New Edit All Fonts dialog allows you to quickly change the fonts used in your score (v3)
Exporting audio	Using Kontakt Silver or Gold, Sibelius can save a digital audio file of your score, ready to burn straight to CD (v3)
Exporting graphics	Copy and paste graphics to other applications (v4); embed fonts in EPS files, and automatically choose the most appropriate export format for your chosen program (v2)
Files	New Quick Start dialog that appears when you first run the program (v3); New Score dialog, which takes you through the process of creating your score in five easy steps (v3); ability to export scores in Sibelius 2, Sibelius 3, G7 and Sibelius Student formats (v4).

Feature	Improvements
Filters and find	New Advanced Filter dialog and Find/Find Next dialogs, and many new “quick filters” (v2)
Flexi-time	Automatically splits music into two voices, and user-definable thresholds for staccato/tenuto (v3)
Focus on Staves	Hide all the staves you don't want to see (even if they have music in them), leaving just the staves you want to work on (v3)
Guitar tab	Comprehensive support for (and playback of) guitar tab markings such as bends, slides, etc. New tab input method using the keyboard, new tab staff types, new options for stem lengths in tab (v2).
Hiding objects	Ability to hide almost any object in the score, e.g. to mark up a score with hidden cues which reappear in extracted parts (v2)
Highlight	Highlighter pen to mark up music (v2)
House Style™	New House Style menu containing all the settings you need to adjust the appearance of scores (v2); many supplied house styles, including several that use different text fonts (v4)
Importing graphics	Import color and monochrome TIFF graphics (v2)
Instruments	Sibelius now supports more than 400 different instruments (v3); “comfortable” and “professional” instrument ranges shown using two shades of red (v2). Instruments dialog allows you to re-order staves after creating them (v3).
Internet publishing	Scorch on Mac has a tempo slider (v4); Scorch has enhanced playback and prints color graphics (v2); choose whether to allow visitors to your web site to print and save your scores via Scorch (v2)
Keyboard shortcuts	More than 200 keyboard shortcuts in total – you can now do almost everything without the mouse. Create your own sets of keyboard shortcuts, and disable features you don't need (v3).
Key signatures	Different key signatures on different staves (v2)
Kontakt Player	Sibelius includes a specially-written software sample playback device from Native Instruments that provides high-quality playback (v3); Sibelius Sounds range of additional sound libraries available for separate purchase (v4)
Lines	New system lines for <i>rit./accel.</i> playback (v2)
Live Playback	Reproduces the precise timing and dynamics of music entered via Flexi-time or imported from a MIDI file, allowing you to fine-tune the performance (v3)
Lyrics	Copy and paste lyrics to and from other programs, e.g. word processors (v2). New options for lyric spacing, and for lyrics in East Asian languages (v3).
ManuScript language	Many improvements to the built-in ManuScript programming language.
Manuscript papers	More than 60 pre-defined manuscript papers
Menus and shortcuts	New keyboard shortcut defaults for Sibelius Coloured Keyboard and for use with a notebook (laptop) computer (v4)
Mixer	Resizable Mixer window replaces the Sounds dialog, allowing you to adjust playback in real time (v2)
Multirests	Longer multirests take up more horizontal space (v4)
Music fonts	New Helsinki music font (v4); new Opus Metronome, Opus Figured Bass fonts (v4); new Inkpen2 music font, replacing the old Inkpen font (v2)
Noteheads	Now 24 default notehead types, including silent and stemless noteheads (v3)
Note input	Caret shows where you are during note input; create text, time signatures, chords, etc. while inputting notes from the computer keyboard; use Multicopy to copy dynamics to every staff of a band/orchestra, or fill bars with ostinato patterns, etc. (v2). “Shadow note” shows the pitch of the note you're about to create, and notes can be created anywhere in an empty bar with the mouse. Improved Re-input Pitches feature for changing the pitches of existing notes without reinputting them (v3). Sibelius moves the screen much less frequently during note input and editing (v4).
Note spacing	Optical note spacing avoids collisions, improves tuplet spacing, etc. (v3)
Opening MIDI files	Imports markers as hit points (v4); recognition of tuplets improved (v4).
Opening MusicXML files	Import MusicXML 1.1 files, as created by Finale 2003 or later and other music applications (v4)
Page numbers	Page numbers can now be aligned to the staff margin instead of the page margin (v3)

Appendices

<i>Feature</i>	<i>Improvements</i>
Percussion	New buzz roll (z on stem) option, which plays back as an unmeasured tremolo (v4)
Performance	New Rubato and Rhythmic feel playback options produce even more realistic playback (v2)
Playback	Plays <i>rits.</i> , <i>accels.</i> , glissandos, guitar bends, slides (v2), complex repeat structures (D.C., D.S., Coda, etc.), metric modulations, etc. (v3); new Playback window with enhanced transport controls (v4)
Plug-ins	More than 60 new plug-ins, including Realize Chord Symbols (v3), Copy Articulations and Slurs (v4), Add Simple Harmony (v4), What is Where (v4), etc.
Printing	Print a date and time footer, new 2-up printing mode (v4)
Properties	New Properties window with 7 collapsible panels lets you adjust objects individually or en masse (v2)
Scanning	PhotoScore Lite reads two voices on the same staff, can handle transposing scores, reads guitar tab (v3), and scans and reads all pages automatically (v4)
Sibelius Reference	Complete text of user guide Reference available on-screen via Help ▶ Sibelius Reference (v4)
Sound sets	Integrated sound set editor, allowing users to create sound sets for unsupported MIDI devices (v3)
Staff spacing	Align Staves dialog allows you to position staves accurately throughout the score; Staff Rulers show distances between staves; move staves with keyboard shortcuts (v2)
Staves	Sibelius shows where one or more staves in a system are hidden with a dashed blue line. You can now indent systems from the right-hand side (v3).
Symbols	Many new symbols added. Symbols can be attached to the system as well as the staff (v3).
Text	Text can now have a fixed size, regardless of staff size, new wildcards to automatically substitute values from File ▶ Score Info in text objects in the score, iprovements to word menus, comprehensive figured bass support (v4)
Ties	Optical ties produce great-looking ties by default; drag tie endpoints any distance (v4)
Timecode	Tempo and timecode readout on the toolbar during playback; calculate duration of the score and print it at the end; write timecodes above every barline in a variety of formats (v2); takes repeats into account (v3); new frame rates (v4); dedicated text styles for timecode and hit points (v4)
Tremolos	House Style options for the appearance of tremolos (v2); Properties option for whether or not to play a tremolo (v4)
Triplets & other tuplets	“Magnetic” tuplets, intelligently positioned like slurs (v2)
Tutorial videos	20 video walkthroughs, introducing you to all of the main features of Sibelius (v4)
Video	Add a video to your score, synchronized during playback, allowing you to write music to picture (v4)
View menu	New Note Colors options, including coloring notes according to their voice, or “pitch spectrum” (coloring them according to sounding pitch) (v2)
Window menu	New Window ▶ Hide Tool Windows option, and new toolbar buttons for tool windows (v4)
Worksheet Creator	Choose from more than 1700 ready-made worksheets, projects, exercises, songs, instrumental pieces, posters, reference materials and other resources (v4).

Appendix B: Menu changes

The table below lists all the Sibelius 4 menu items that have been changed in Sibelius 5. Completely new menu items are not listed.

<i>Sibelius 4</i>	<i>Sibelius 5</i>
Create ▶ Other ▶ Staff Type Change	Removed; use Create ▶ Other ▶ Instrument Change instead.
Create ▶ Other ▶ Transposition Change	Removed; use Create ▶ Other ▶ Instrument Change instead.
Play ▶ Substitute Devices	Removed.
Play ▶ Playback and Input Devices	Playback device options now in Play ▶ Playback Devices; input device options now on Input Devices page of File ▶ Preferences (in the Sibelius menu on Mac)
Play ▶ Edit Sound Sets	Removed.
Play ▶ Garritan Personal Orchestra Options	Removed.
Layout ▶ Focus on Staves	View ▶ Focus on Staves
Layout ▶ Instrument and Staves	Create ▶ Instruments
House Style ▶ Edit Staff Types	Removed; use House Style ▶ Edit Instruments instead.
Window ▶ Kontakt Player	Removed; show and hide virtual instrument windows via the Mixer instead.

Main menu changes from Sibelius 3 to Sibelius 4:

- Sibelius 4 now has a single multi-page File ▶ Preferences dialog (in the Sibelius menu on Mac), combining a number of other dialogs from Sibelius 3, including View ▶ Smoothing and View ▶ Textures, as well as various new options
- All operations for exporting files – e.g. for saving in earlier versions of Sibelius, or as a MIDI file, or a graphics file, and so on – are done via the File ▶ Export submenu, instead of via File ▶ Save As
- House Style ▶ Use Multirests has been moved into the Layout ▶ Auto Layout dialog, but the shortcut **Ctrl+Shift+M** or **⇧⌘M** still works.

Main menu changes from Sibelius 2 to Sibelius 3:

- The list of files you've worked on recently has now been moved to the Files ▶ Open Recent Files submenu, and has been increased to 10 files
- The Create menu has been simplified, with the less-often used items now moved to the Create ▶ Other submenu.

Main menu changes from Sibelius 1.x to Sibelius 2:

- Flexi-time is now in the Notes menu
- Espressivo, Swing and Reverb are in the Play ▶ Performance dialog
- Several items from the View menu are now in the Window menu
- New House Style menu from which you can edit all aspects of a score's house style. The former House Style dialog is now called Engraving Rules.

Appendix C: Keyboard shortcuts

Sibelius 5 has a number of new shortcuts, and a few changes to existing shortcuts, which are described below.

New keyboard shortcuts

The table below lists all the new keyboard shortcuts in Sibelius 5:

<i>Function</i>	<i>Windows shortcut</i>	<i>Mac shortcut</i>
Edit ▶ Capture Idea	Shift-I	⇧I
Edit ▶ Paste as Cue	Ctrl+Shift+Alt+V	⇧⌘⌥V
Edit ▶ Select ▶ Select Bars	Ctrl+Alt+A	⌘⌥A
Edit ▶ Delete Bars	Ctrl+Delete	⌘-Delete
View ▶ Panorama	Shift-P	⇧P
Layout ▶ Break ▶ Special Page Break	Ctrl+Shift+Return	⇧⌘Return
Window ▶ Ideas	Ctrl+Alt+I	⌘⌥I

Changes to shortcuts from earlier versions

The table below lists the changes to keyboard shortcuts from earlier versions in Sibelius 5.

<i>Function</i>	<i>Was</i>	<i>Sibelius5</i>
Changes to Sibelius 4 shortcuts		
Play ▶ Performance	Shift-P	No shortcut
Changes to Sibelius 3 shortcuts		
Rewind/fast-forward	←/→	[/]
Edit ▶ Hide or Show ▶ Show	Ctrl+Shift+S or ⇧⌘S	Ctrl+Shift+H or ⇧⌘H
Window ▶ Mixer (Mac only)	⌘⌥M	M
Shortcuts for using the Keypad on laptop computers (Windows only)	Ctrl+Alt+Q/W/E/R/A/S/D/Z/X/C/R	Use the Notebook (laptop) features set instead
File ▶ Extract Parts	Ctrl+Shift+X or ⇧⌘X	No shortcut
Changes to Sibelius 2 shortcuts		
View ▶ Note Colors ▶ Notes Out of Range	Ctrl+Alt+N or ⌘⌥N	No shortcut
View ▶ Note Colors ▶ Pitch Spectrum	Ctrl+Alt+P or ⌘⌥P	No shortcut
Create ▶ Chord Diagram (was Create ▶ Guitar Frame)	U	Shift-K
Create ▶ Text ▶ Metronome mark	Ctrl+M or ⌘M	No shortcut
Notes ▶ Input Notes	V	N
Window ▶ Properties	Ctrl+I or ⌘I	Ctrl+Alt+P or ⌘⌥P

Changes to Sibelius 1.x shortcuts

There are many further changes to shortcuts from Sibelius 1.x. For a full list of all the keyboard shortcuts now used by Sibelius, see [5.9 Menus and shortcuts](#) in Reference.