



Sibelius[®] 7

What's New

Edition 7.0
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What's New in Sibelius 7 written by Daniel Spreadbury.

See the **About Sibelius** dialog for a full list of the software development team and other credits.

We would like to thank all those (too numerous to list) who have provided helpful comments and suggestions for Sibelius and its documentation.

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Introduction

Thank you for purchasing Sibelius 7, the latest version of the world's best-selling music notation software. Sibelius 7 is sophisticated enough to meet the needs of top composers, arrangers, and publishers, yet simple enough for beginners and students.

Work quickly with the brand-new, task-orientated user interface. Experience your scores in stunning clarity with the exclusive, professional-quality sound library. Collaborate more easily thanks to full MusicXML interchange support and other sharing options. With all these advancements, and many more, Sibelius 7 is the fastest, smartest, easiest way to write music.

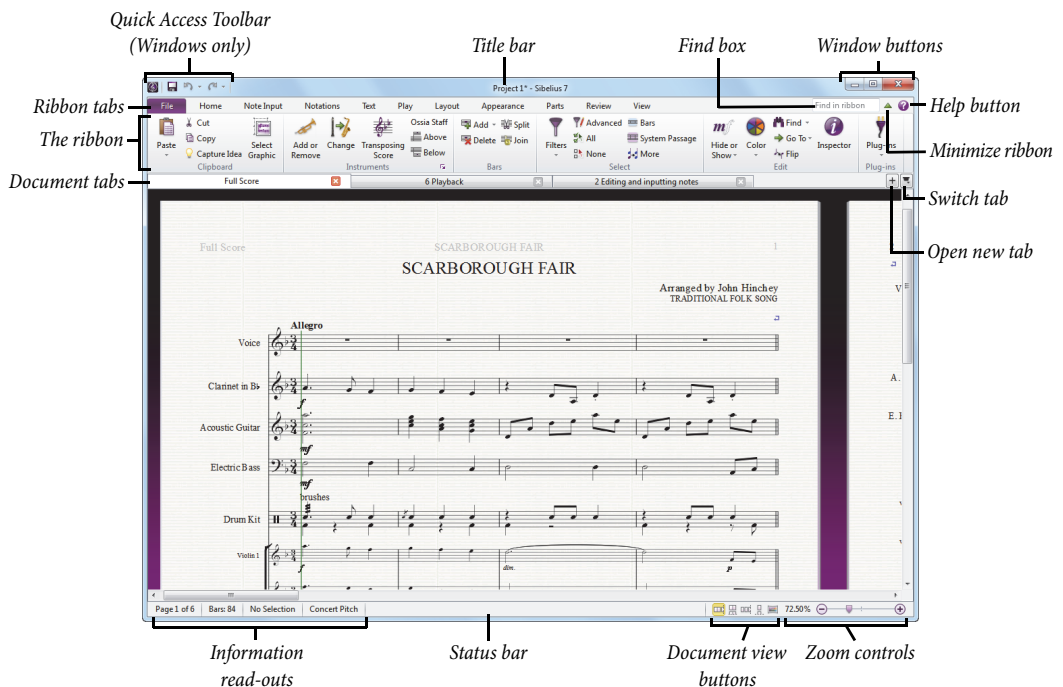
Over the following pages, you can read about the changes and improvements in this version, and be pointed to comprehensive documentation in the Sibelius 7 Reference Guide.

We very much hope you enjoy using Sibelius 7!

Look and feel

Sibelius has undergone a radical transformation of its user interface for Sibelius 7. The new interface is more efficient for use on a single-display system (such as a notebook or laptop computer or fixed-display system like an iMac), makes use of the modern Single Document Interface (SDI) idiom, and introduces a tabbed document view.

Furthermore, Sibelius's old menus and toolbars have been replaced with a new tabbed toolbar known as a Ribbon, allowing the program's features to be grouped in the interface more logically, helping both new and existing users alike make more efficient use of the program. (On Mac, a basic set of top-level menus are still present.)



Single Document Interface

Previous versions of Sibelius employed a Multiple Document Interface (MDI), an idiom common to Windows and Mac applications alike. In MDI, there is typically a single set of tools that apply to all open documents, with each document being shown inside a client area (e.g. the gray background you see when you first run Sibelius 6 or earlier on Windows). MDI applications also typically only show a single entry on the Windows taskbar, regardless of how many documents are open. This can make it difficult for users to see how to switch between open documents.

An application that employs a Single Document Interface (SDI), by contrast, typically uses a separate top-level window for every document window, so that each document has its own entry on the Windows taskbar, making it easier for users to find and switch between open documents. Furthermore, each document window is typically self-contained, with all of the necessary toolbars embedded directly in each window.

Tabbed Document Interface

In addition to using MDI, Sibelius now also employs a Tabbed Document Interface (TDI), familiar from all modern web browsers. Each SDI window displays one or more tabs, with each tab containing a view of the full score, a dynamic part, a saved version of the full score (or a dynamic part from a saved version of the full score, if you want to get really fancy).

To open a new tab, click the **+** button at the right-hand side of the tab bar. A menu appears, listing all of the dynamic parts in the current score, and any saved versions. If you have opened one of the versions, a submenu then appears for that version, listing the dynamic parts belonging to that version. Choose any dynamic part, saved version or dynamic part belonging to a version to open a new tab containing that view.

It is also possible to open a new tab by selecting something in the full score view and hitting **W**, which will switch to a tab containing the first dynamic part that contains the selected object or open a new tab to show that part.

You can also open a new window containing the contents of the current tab by choosing **New Window** from the **+** menu. You can see the same menu by right-clicking anywhere along the document tab bar.

To switch quickly to any open tab, choose the desired tab from the menu that appears when you click the button to the right of the **+** button. To move to the next tab, type **Ctrl+Tab** (Windows) or **Control-Tab** (Mac), and to move to the previous tab, type **Ctrl+Shift+Tab** (Windows) or **Shift-Control-Tab** (Mac).

To close a tab, type **Ctrl+W** or **⌘W**, or middle-click the tab (if your mouse has a middle mouse button). To close all the tabs and close the document window, type **Ctrl+Shift+W** or **⇧⌘W**. To close all document windows, type **Ctrl+Alt+W** or **⌘⌥W**.

When you re-open a score in a new session, Sibelius restores all of the tabs and windows that were previously open, and also the sizes and positions of each of those windows.

Ribbon

The *ribbon* is the wide band of command buttons that appears at the top of the Sibelius window, housing all of the features of the program, organized according to task. If you have used recent versions of Microsoft Office for Windows or Mac, you will be familiar with the ribbon interface.

The ribbon has many advantages over a more traditional menu and toolbar model: a richer set of controls can be accommodated, allowing many more operations to be completed directly on the ribbon without requiring visits to dialog boxes; every control has its own icon, text description, extended tool tip (called a *screen tip*); and every feature has its own unique keyboard accessor (called a *key tip*).

If you're worried about finding things, don't be: the handy **Find in ribbon** box at the top right makes it easy to locate any feature. Simply type into the box, and Sibelius returns suggestions in descending order of relevance. Select the chosen feature with the **↑/↓** keys, then hit **Return** to be taken straight to it, or type **Shift-Return** to be taken to it and execute it immediately.

For more information,  **Working with the ribbon** in the Reference Guide.

Status bar

At the bottom of every Sibelius window is a new status bar, which contains information read-outs on the left, and handy controls to change the zoom level and the page view on the right.

From left to right, the read-outs show: the current page and the total number of pages; the total number of bars; the range of the current selection, if there is one; the timecode of the current selection; the pitches of the selected notes (or the first note or chord of a passage if you have a range of music selected); the harmony of the chord made up by all of the selected notes at the start of the selection, spanning multiple staves as necessary, displayed as a chord symbol; a description of the current operation (e.g. **Edit Passage** or **Edit Text**); whether or not the current view is currently displayed at concert (sounding) pitch or transposing (written) pitch; whether **Layout ▶ Hiding Staves ▶ Focus on Staves** is switched on; whether or not Magnetic Layout is enabled or disabled the selected objects; and the font and point size of the selected text object.

At the right-hand end of the status bar is a slider with buttons at either end that allow you to change the zoom level of the current view quickly and easily. To the left of the slider is a read-out of the current zoom level, expressed as a percentage.

To the left of the zoom controls is a set of buttons that allow you to switch between different types of view quickly, for example switching between showing the pages of your score laid out as spreads horizontally and Panorama. These buttons are also found on the **View** tab of the ribbon

Panels

Several of the floating windows familiar from previous versions of Sibelius have been turned into dockable panels. The Mixer, Fretboard and Keyboard windows appear docked at the bottom of the screen by default (and can instead be docked at the top, below the ribbon, if you prefer), and the Ideas window appears docked at the left side of the screen by default (and can instead be docked at the right, if you prefer). You can also undock any dockable panel simply by dragging it away from its docked position.

The Navigator, Keypad and Video windows cannot be docked. The Playback window, which is also not dockable, has been renamed Transport, for greater consistency with other applications, and to reflect the fact that most playback options are actually found on the **Play** tab on the ribbon.

The Parts window has gone, replaced by the new **Parts** tab on the ribbon – [📖 9.1 Working with parts](#) in the Reference Guide. Likewise, the Properties window has been replaced by the context-sensitive Inspector – [📖 2.11 Inspector](#) in the Reference Guide.

You hide or show panels using the controls in **View ▶ Panels** on the ribbon – [📖 11.4 Panels](#) in the Reference Guide.

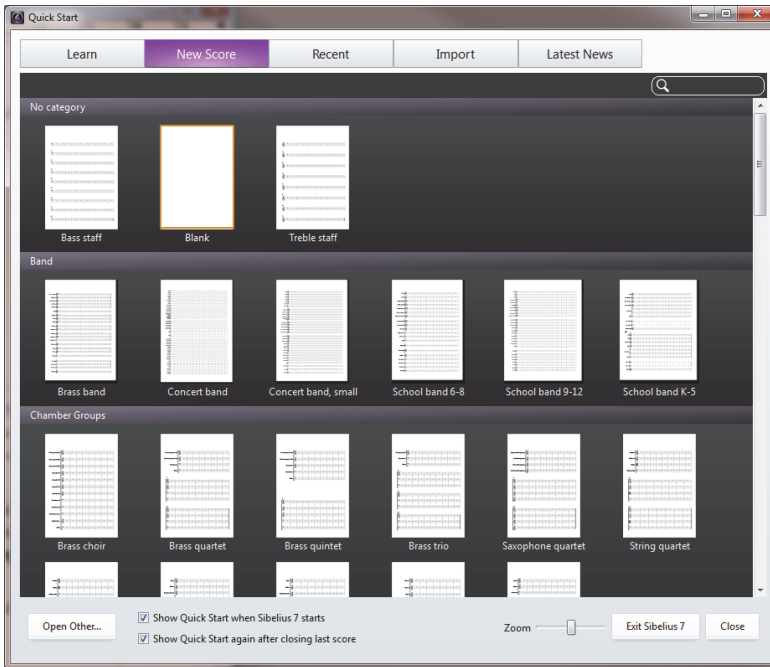
Remembering window sizes, positions and View options

Sibelius now remembers everything about each score you work on, including which views you had open, how many windows there were, where they should be positioned, which panels should be visible, and so on, and restores this environment for you when you reopen the score.

There are options to control every aspect of this behavior on the **Display** and **Files** pages of **File ▶ Preferences**, which you can read about in [📖 1.25 Display settings](#) in the Reference Guide.

Quick Start

When you run Sibelius, a new Quick Start window appears.



The window has five tabs:

- **Learn:** watch tutorial videos, access on-screen documentation, or find support online
- **New Score:** start a new score. Manuscript papers are now organized into categories, and each is displayed as a zoomable thumbnail. Type **Ctrl+F** or **⌘F** to move the focus into the **Find** box, and type part of the name of the desired manuscript paper to narrow down the choices from the more than 60 provided. Double-click a manuscript paper to create it immediately, or single-click it to choose further options.
- **Recent:** open a score you've worked on recently. Sibelius sorts your scores according to when you last opened them (**Today, This Week, This Month**, etc.). Again, each score shows a thumbnail that you can zoom in or out. The catalog information for the selected score is shown in a bar below the grid of thumbnails, along with an **Open** button to open the score. Alternatively, simply double-click a preview to open the score right away.
- **Import:** launch PhotoScore or AudioScore, or open a MIDI or MusicXML file from another music program.
- **Latest News:** catch up with the latest news about Sibelius from the Sibelius blog (www.sibeliusblog.com).

If you prefer not to see the Quick Start window when Sibelius starts, switch off the corresponding option at the bottom of the window. If Quick Start is disabled, Sibelius instead starts up with a default blank document, which you can either start editing, or choose **File ▶ Open** or **File ▶ Recent** to open another score. (If you change your mind later on, you can reinstate Quick Start via the **Other** page of **File ▶ Preferences**.)

When you close the last document window, the Quick Start window reappears. If you don't want this to happen, switch off the corresponding option at the bottom of the window. Note that on Windows this means that Sibelius will exit automatically after you close the last document window; on Mac, Sibelius will remain running in the Dock, and you can then re-open the Quick Start by choosing **File** ▶ **Quick Start** from the menu bar.

Full Screen

For the first time, Sibelius for Mac includes full screen mode: choose **View** ▶ **Window** ▶ **Full Screen** (shortcut **⌘U**) to try it out.

Dialogs

- The **Add or Remove Instruments** dialog (shortcut **I**, now found in **Home** ▶ **Instruments** ▶ **Add or Remove**) has been revamped and now includes a handy “find” box, allowing you to type the start of the name of an instrument and have Sibelius suggest matches for you. The dialog now also uses a tree control, which makes it easier to navigate the long lists of instruments.
- Dialogs now always use the default system font on Windows, Segoe UI, for all controls.
- The buttons that dismiss dialogs (e.g. **OK** and **Cancel**) are now ordered appropriately for Windows (**OK** on the left, **Cancel** on the right) and Mac OS X (**OK** on the right, **Cancel** on the left) on each platform, rather than being ordered appropriately for Mac OS X on both platforms.
- It is possible to dismiss all dialogs, even those that have **Close** buttons rather than **OK/Cancel** buttons, by hitting **Esc**. For dialogs with **Close** buttons, hitting **Esc** does not cancel the operations that you have performed in that dialog session: it simply closes the dialog. Note that the **Quick Start** window is an exception: it cannot be closed by hitting **Esc**, because this would normally cause Sibelius to quit on Windows.
- The masking of edit controls has been substantially improved throughout Sibelius's dialogs. Where edit controls should only accept numeric input, they now accept only integral or floating point numbers as appropriate.
- Many dialogs in Sibelius are now resizable, typically those dialogs that are predominantly based around choosing one or more items from a list, or dialogs containing a preview (e.g. **Document Setup**). Sibelius remembers your chosen size for each dialog.
- The name of the application that appears in the application menu on Mac OS X now reads simply **Sibelius**, per Apple's guidelines, rather than including the application's version number.

Playback

Sibelius 7 includes an exclusive, professional-quality sample library called Sibelius 7 Sounds, taking advantage of the fact that Sibelius 7 is now a fully native 64-bit application. Sibelius 7 also includes a redesigned Mixer window, to make controlling and adjusting playback easier than ever.

Fully native 64-bit application

Sibelius 7 is the world's first fully 64-bit native music notation software, which means that it can harness the power of today's 64-bit processors and operating systems. The main benefits of 64-bit computing are to allow applications to address directly more than 4GB RAM (the theoretical limit for 32-bit applications, though in practical terms the actual amount tends to be somewhat lower due to the requirements of the operating system), and to increase the size and width of registers on the CPU, providing potential performance improvements.

For an application like Sibelius, the main benefit that being a native 64-bit application provides is that large sample libraries that support 64-bit operation will allow you to load more sounds directly into memory (providing your computer has sufficient RAM).

It also means that Sibelius is fully up-to-date with the latest computing technologies, and as 32-bit CPUs and operating systems become increasingly uncommon or consigned to very low-end systems, you can rest assured that Sibelius will continue to take advantage of all of the power provided by your computer.

Sibelius 7 Sounds

In order to show off the new 64-bit capabilities of Sibelius, we have included a brand new, professional-quality sample library called Sibelius 7 Sounds. The library includes a complete, specially-recorded symphony orchestra called the Avid Orchestra, plus rock and pop sounds from the team who produced the Pro Tools Creative Collection and Pro Tools Instrument Expansion Pack, marching brass and percussion sounds from Sample Logic Rumble and Fanfare, and a 27-stop pipe organ from leading organ virtual instrument, Hauptwerk.

For more information, see **6.13 Sibelius 7 Sounds** in the Reference Guide.

Mixer

The Mixer window has been completely redesigned in Sibelius 7, and now uses vertical faders (like a real mixing desk, or like most other mixers in audio software).



The Mixer is docked at the bottom of the screen by default, and has four different heights, which you can choose between by clicking the button directly below the CPU meter.

When the Mixer is at its smallest height, only the volume fader for each staff is visible. At its next height, the solo, mute and pan controls become available. Make it taller still, and the controls for choosing playback device and initial sound appear. At its tallest, controls for reverb and chorus appear on staff strips (and on the special Sibelius Player virtual instrument strip).

For more information,  **6.3 Mixer** in the Reference Guide.

Multiple CPU support

Sibelius's audio engine now includes support for load balancing across multiple CPU cores. If you are running multiple virtual instruments and effects in your playback configuration, Sibelius will automatically balance the load across the available CPU cores. If you want to disable this, switch off **Balance virtual instruments and effects between CPU cores**, on the Playback page of **File ▶ Preferences**. By default, Sibelius will make use of all available CPU cores; if you want to limit the number of cores used, switch on **Specify number of CPU cores to use** and set the number of cores manually.

Default playback configurations

The default playback configurations created by Sibelius are now called different names:

- If the version of Sibelius Sounds Essentials that shipped with Sibelius 5 (using Kontakt Player 2 for playback) is installed, its default configurations are now called **Sibelius 5 Essentials (16 sounds)** and **Sibelius 5 Essentials (32 sounds)**.
- If the version of Sibelius Sounds Essentials that shipped with Sibelius 6 (using Sibelius Player for playback) is installed, its default configuration is now called **Sibelius 6 Essentials**.
- If the Sibelius 7 Sounds library is installed, a new **Sibelius 7 Sounds** configuration is created.

Other improvements

- Playback when using a DirectSound interface is no longer rhythmically lumpy and uneven (Windows only).
- Rests that are created by deleting a note that had an articulation on it no longer incorrectly affects playback of subsequent notes.

MusicXML export

Sibelius has included built-in MusicXML import since Sibelius 4, but in order to export Sibelius scores in MusicXML format, you would have previously needed to purchase a separate plug-in. Sibelius 7 includes built-in MusicXML export, so no separate purchase is required, and because the exporter is built directly into Sibelius itself, it is faster and includes more data than a separate plug-in.

To export a MusicXML file, choose **File ▶ Export ▶ MusicXML**. You can choose between exporting compressed MusicXML (which produces a smaller file that is easier to email, and which can include embedded graphics), and uncompressed MusicXML. Unless you know that the program in which you plan to open the MusicXML file does not support the compressed format, we recommend you use compressed MusicXML.

For more information,  **1.14 Exporting MusicXML files** in the Reference Guide.

Note input

Sibelius 7 includes a number of improvements to note input, including sticky lines and tuplets, and a new step-time input variant that allows you to specify the pitch of notes before their duration.

For more information on these features,  **3.4 Alphabetic and step-time input** in the Reference Guide.

Specifying pitch before or after duration

To input a note, you need to specify both its pitch and its duration. By default in Sibelius duration is specified before duration: you choose a rhythmic value on the Keypad, then either click in the score with the mouse, type a letter name on your computer keyboard, or play a note or chord on your MIDI keyboard.

However, it is also possible to specify duration before pitch: when using a MIDI keyboard, you hold the note or chord you want to input, then choose a rhythmic value on the Keypad; when using the computer keyboard, you choose the pitch using the \uparrow/\downarrow or letter name keys, then choose a rhythmic value on the keyboard. (You cannot use the mouse to input notes when specifying duration before pitch.) If you have used Finale, you may be familiar with this

You should try both methods to see which you prefer. It's quick and easy to switch between them, using the options on the **Note Input** page of **File** \blacktriangleright **Preferences**. The **Note input preset** menu at the top of the page has options for **Duration before pitch** (Sibelius's default setting) and **Pitch before duration**.

Adding lines during input

When you add a line during alphabetic or step-time input, Sibelius will automatically extend the line as you input further notes, until you tell Sibelius to stop the line.

For example, if you hit **S** after inputting a note, Sibelius will add a slur whose right-hand end snaps to the following note or rest. As you continue to input notes, Sibelius automatically advances the right-hand end of the slur to every new note, until you either input a rest or type **Shift-S** to tell Sibelius to stop the slur. You can even nest slurs: hit **S** to start one slur, then input one more notes and hit **S** to start another slur; hitting **Shift-S** stops the slurs in reverse order, so the last slur you started is the first slur to be stopped.

This also works for other kinds of lines: hit **L** to open the **Notations** \blacktriangleright **Lines** \blacktriangleright **Line** gallery and choose a line, then input some more notes. As with slurs, Sibelius automatically advances the right-hand end of the line to every new note. To stop the line, type **Shift-L**.

Adding many tuplets

If you need to input a series of identical tuplets, Sibelius has a handy feature to “stick” the current tuplet on, so that when you input the first note following the end of the current tuplet bracket, it automatically creates a new, identical tuplet.

To switch on sticky tuplets, create a tuplet, and then type **Shift+Alt+K** or $\text{⌘}+\text{⌘}+\text{K}$. The tuplet number appears above the note input caret to show that sticky tuplets are switched on. When you want to stop inputting tuplets, simply type **Shift+Alt+K** or $\text{⌘}+\text{⌘}+\text{K}$ again.

Other note input improvements

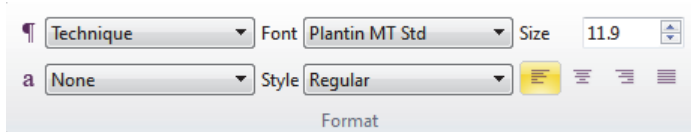
- New **Mouse Note Input** options on the **Mouse** page of **Preferences** that allow you to disable mouse note input altogether if you wish. Set this if you want to use other note input methods exclusively and never want to use the mouse to input notes.
- New options to move a note, chord or passage up or down chromatically, with shortcuts **Shift-Page Up** and **Shift-Page Down**. On Mac only, you can alternatively use **^↑** and **^↓**.
- The shadow note now shows the note value of the note chosen on the Keypad.
- New option **Send default dynamic for sustaining instruments** on the **Note Input** page of **Preferences**, switched on by default. Switch this off (together with **Reset controllers after playback** on the **Playback** page) to audition sounds via MIDI thru and be able to adjust the volume of sustaining instruments via the modulation wheel.
- It is now possible to create a hairpin without first selecting a note, making hairpins behave like other line styles.

Text and typography

Sibelius 7 includes a complete overhaul of its handling of text, including the introduction of many advanced typography features, a revamp of text styles, and improved font handling.

Changing style, font and size

In previous versions of Sibelius, changing the style, font or size of a text object was done via the Properties window. In Sibelius 7, these controls are now found on the ribbon, in the **Text ▶ Format** group:



The **f** menu allows you to change the text style of a text object, while the **a** menu allows you to apply a character style to all or part of a text object. The **Font** menu lists font families, while **Style** lists the available styles for the chosen family. **Size** allows you to change the point size of the text object, while the buttons below control the alignment of the text within a fixed-size text frame (see **Advanced typography** below).

Text frames

If you want to create a block of text in which Sibelius will maintain a fixed line length, and automatically wrap text onto new lines when the line length is exceeded, you can now create a text frame, in a similar fashion to a desktop publishing program.

You can specify that a text style should provide fixed-width text frames by default via **Edit Text Styles**, and a few text styles (e.g. **Block lyrics**) are set to behave this way.

For other text styles, to create a fixed-size text frame at the same time as creating a text object:

- First make sure that nothing in the score is selected by hitting **Esc**
- Choose the desired text style from **Text ▶ Styles ▶ Style**, or type its keyboard shortcut
- The mouse pointer turns blue to tell you that it is loaded with an object: now click and drag out where you want the text frame to go, and once you release the mouse button, you are left with a flashing cursor.

You can alternatively make any existing text object use a fixed-size text frame:

- Select the text object you want to use a text frame. Unless the text object is very narrow (e.g. a dynamic or fingering), you will see a dashed frame around the text object with handles on each corner and halfway along each side:

Dashed frames are not fixed in width.

- Select any of the handles and drag it to change the size of the text frame. Alternatively, with the text object selected, hold **Alt** or **⌘** and use the arrow keys to select one of the handles, then use the arrow keys on their own (or with **Ctrl** or **⌘** for larger steps) to change the size of the text frame.

You can also summon the Inspector and switch on the **Text frame** checkbox in the **Text** panel, which is the only way to make a fixed-size text frame for a text object that is too small for handles to appear by default.

- Once a text object uses a fixed-size frame, the frame is drawn using a solid line:



Once a text frame has a fixed width, Sibelius will never subsequently automatically change the size of the text frame when the contents change, e.g. if you add or delete text, or change the typeface or point size. As a consequence, the text may overrun the text frame, in which case you will see a red cross at the bottom-right corner of the text frame to warn you:



To return the text object to using a non-fixed width frame, select the text object and choose **Appearance** ▶ **Design and Position** ▶ **Reset Position**, which will also reset the text object back to its default position; alternatively, summon the Inspector and switch off the **Text frame** checkbox in the **Text** panel, which will not change the position of the text frame.


For more information about text frames,  **5.5 Typography** in the Reference Guide.

Advanced typography

In addition to text frames, Sibelius 7 now includes support for the following advanced typography features:

- *Alignment and justification*: you can now specify a different alignment for the text within a text object than the text object itself (e.g. have text centered inside a block that is itself right-aligned).
- *Line spacing (leading)*: the distance between successive lines of type.
- *Gap after paragraph*: an aid to legibility for long runs of text is to have a slightly larger gap after each paragraph.
- *Indents*: specify an indent for the first line of a paragraph, and a separate indent for subsequent lines.
- *Tracking (letter spacing)*: the distance between individual letters.
- *Character scaling*: to scale the size of a character in one dimension out of proportion with the other (after all, if you want to scale a character in proportion, just change its point size using the **Size** control in **Text** ▶ **Format**).
- *Subscript and superscript*: smaller characters than the normal line of type in which they occur, and are set either slightly below the baseline, or above the midline.
- *Rotation*: rotate a text object to any angle.

With the exception of setting paragraph indents and gap after paragraph, all of these can be set either locally for an individual text object via the **Text** panel of the Inspector, or globally for a text style via the **Edit Text Styles** dialog.

For more information about all of these features,  **5.5 Typography** and **5.6 Edit Text Styles** in the Reference Guide.

Character styles

Each kind of text in your score – lyrics, tempo markings, dynamics, etc. – may use a different font, formatting (such as bold, italic and, rarely, underlined), justification (such as left-, center- or right-alignment), and positioning (such as whether the text should appear above or below one staff or all staves, or perhaps at the top or bottom of the page). These settings together are what make up a *text style*.

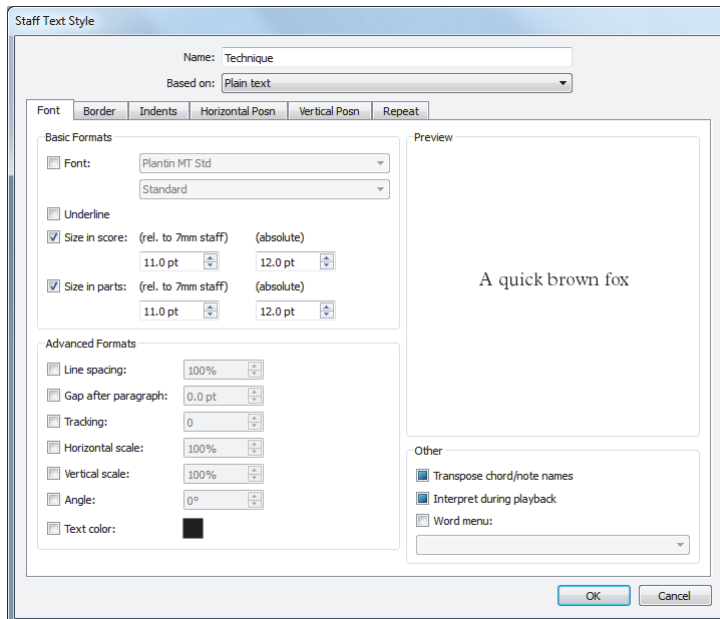
In addition to text styles, Sibelius 7 now introduces *character styles*, which are typically used to apply specific font, size or formatting to part of a text object. The most commonly used character style is called **Music text**, which is used to insert musical symbols such as notes into text objects that need them, like metronome marks, and to produce the special bold, italic letters used as dynamics. Character styles can also be useful for adding emphasis, e.g. making one word in a run of text use italics or bold, and the advantage of using a character style over simply selecting that word and making it italic or bold is that if you subsequently change your mind about what you want to use for emphasis, you need only edit that character style to have those changes applied automatically to all text objects that use it.

For more information about character styles, [📖 5.6 Edit Text Styles](#) in the Reference Guide.

Hierarchical text styles

Sibelius now employs hierarchical text styles in newly-created scores, which means that some of the settings belonging to a text style can be inherited from another text style. This allows some very powerful editing possibilities: for example, editing the font used by the **Plain text** text style will update the font used by all the other text styles in your score.

The **Edit Text Styles** dialog has been revamped to accommodate all of the new typography features and hierarchical text styles:



For more information, [📖 5.6 Edit Text Styles](#) in the Reference Guide.

New default text font

Sibelius 7 now includes four weights (regular, italic, bold and bold italic) of the Plantin font family, distributed under license from Monotype Imaging Ltd. Plantin was designed by Frank Hinman Pierpont in 1913, based on an original set of type by the 16th century Italian type designer, Robert Granjon. Plantin influenced the design of Times New Roman, in particular its larger than normal x-height, which improves legibility at small point sizes.

Plantin was chosen because it is a classic font used in music publishing: for example, it remains the text font family of choice for Oxford University Press's music publications. Plantin complements Opus and Helsinki as an elegant, classic typeface suitable for use at display sizes (for titles, etc.) and at smaller sizes (for lyrics, etc.), with strong contrast between its bold and regular weights.

Plantin is now the default text font family in many of the supplied manuscript papers, including the default **Blank** manuscript paper.

Font substitution

Sibelius's font substitution features have been improved. If you open a score whose text styles or text objects use fonts that are not available on your system, Sibelius shows a useful **Missing Fonts** dialog that allows you to choose which fonts it should use.

For more information,  **5.17 Font equivalents** in the Reference Guide.

Other text improvements

- The click areas for angled text are now correct, so you can click anywhere along the length of a piece of angled text to select it, rather than having to click where the text would appear were it not rotated.
- Inputting figured bass on Mac now always allows you to see what you're typing.
- Cue-sized text now appears at the correct size during editing.

Importing and exporting graphics

Sibelius 7 makes it easy to import and export graphics in all major formats. You can now import graphics in all major formats (including PNG, BMP, GIF, JPG and the vector format SVG) and manipulate the imported graphics with a range of powerful new tools.

Graphics export has also been revamped, with new single-click, publication-quality PDF export of the whole score (and, optionally, all its dynamic parts), plus improved EPS export, new SVG export, and more.

Importing graphics

To import a graphic, you can now simply drag and drop the file onto your score: select it in Windows Explorer or in the Finder, then click and drag it into the score; alternatively, choose **Notations** ▶ **Graphics** ▶ **Graphic** to choose it from a dialog.

Once the graphic has been imported into your score, a powerful new graphics frame allows you to scale (either proportionally or not), crop and rotate the graphic. You can also adjust its color, brightness and opacity. Graphics with an alpha channel (transparency) are now drawn correctly with the transparency preserved.

Graphics can even be used as symbols: you can import any kind of graphic into the **Edit Symbol** dialog and use it as a clef, notehead, articulation, or indeed any other kind of symbol.

For publication use, you can also specify that an imported graphic should be linked to its external file, so if the external file changes, the imported graphic is updated automatically.

For more information, see [4.18 Importing graphics](#) in the Reference Guide.

Exporting PDF files

To export PDF, choose **File** ▶ **Export** ▶ **PDF**. You will see a list of options:

- **Export score only** exports only the full score
- **Export score and parts (one file)** exports the full score and a single copy of each part into a single PDF file.
- **Export parts only (separate files)** exports a single copy of each part, with a separate PDF file for each part.
- **Export parts only (one file)** exports a single copy of each part into a single PDF file.
- **Export one part only** exports a single copy of the part chosen from the menu below the list of options.

Once you have made your choice, click the big **Export** button. Sibelius will prompt you to choose a filename or, in the case of exporting parts as separate files, the folder in which your PDF files will be saved, and then your PDF files will be saved.

(If you need to export a selection of parts to PDF, rather than one part or all parts, you can do so via **Parts** ▶ **Extract** ▶ **Extract**.)

For more information, see [1.17 Exporting PDF files](#) in the Reference Guide.

Exporting other graphics

The revamped **File ▶ Export ▶ Graphics** page includes options for exporting selected passages, pages, or the whole score in a variety of formats, including improved EPS export, and new PDF and SVG export.

For more information,  **1.12 Exporting graphics** in the Reference Guide.

Other improvements

- The actual pixel dimensions of exported bitmap graphics (in BMP, TIFF and PNG formats) is now shown in **File ▶ Export ▶ Graphics**, to help with e.g. preparing graphics for publishing on the web.
- The TIFF preview in exported EPS graphics has been improved. By default, the preview is now saved at a higher resolution than in previous versions, and using 8-bit color. This improves the appearance of the EPS file when opened in applications that do not parse and rasterize the EPS content directly (e.g. Quark Xpress). If you require a monochrome (i.e. 1-bit color) TIFF preview, switch on the **Monochrome** checkbox in **File ▶ Export ▶ Graphics**.
- A problem whereby TIFF and EPS files exported with the **Use smallest bounding box** option switched on from scores at staff sizes of 5.6mm or smaller would sometimes result in graphics being exported with incorrect dimensions has been fixed.
- Font embedding in exported EPS files has been substantially improved. OpenType, TrueType and PostScript Type 1 fonts in various scripts are now correctly embedded. There is no longer an option whether or not to embed fonts in EPS files: Sibelius always embeds all the document fonts.
- **File ▶ Export ▶ Graphics** no longer lists specific target programs, instead simply listing the supported graphics formats.

Other changes and improvements

The following are other miscellaneous improvements in Sibelius 7. Please refer to the relevant topics in the Reference Guide for more information.

1.10 Printing

File ▶ Print has been revamped, and now includes a print preview that shows exactly what will be printed, and includes new features like manual duplexing.

1.18 Exporting manuscript paper

- **File ▶ Export ▶ Manuscript Paper** has been revamped. You can choose the name and category in which the manuscript paper should be saved. Unlike previous versions, you do not need to first make a copy of your existing score, save it under the desired name of the template, and remove any music and text etc. from the score before exporting the manuscript paper: Sibelius now handles all of that for you.
- Imported graphics are no longer repulsive by default (for Magnetic Layout, of course).
- The range of the banjo instrument has been improved.
- The names of the turn and inverted turn symbols have been corrected.

1.22 Working with Plug-ins

Up to 1000 Manuscript plug-ins can now be loaded by Sibelius; previously the maximum number of plug-ins was 300.

1.23 Preferences

- Since Sibelius no longer has a substantial set of menus, the **Menus and Shortcuts** page of Preferences has been renamed as **Keyboard Shortcuts**.
- A new **Step-time and Flexi-time** page has been added to **Preferences**, with several options from the **Note Input** page moved to this new page.
- The **Show shadow note** option and the **Snap Positions** group have been moved from the **Mouse** page of **Preferences** to the **Note Input** page, to reflect the fact that these options can now apply to keyboard input methods as well as mouse input.

2.1 Selections and passages

- Selection frames are now drawn as translucent colored boxes (light blue for a passage selection, purple for a system selection) rather than as an opaque frame (single dark blue outline for a passage selection, double purple outline for a system selection). This makes it easier to determine the pitches of notes on leger lines above and below the staff, which were previously obscured by the opaque selection frame.
- “Chord-click” (clicking both the left and right mouse buttons together) to copy now works on Mac as well as Windows, if the **Enable copying with the mouse** option on the **Mouse** page of **Preferences** is switched on.

2.12 Batch Processing plug-ins

New **Home ▶ Plug-ins ▶ Batch Processing ▶ Export Each Instrument as MIDI** plug-in.

2.13 Other plug-ins

New **Rehearsal Recordings**, **Export Selection as Audio**, **Export Selection as Score** and **Resize Bar** plug-ins.

3.14 Flexi-time

Renotate Performance has been substantially improved. Among its many improvements, it can now use up to two voices, and can detect tuplets, grace notes, and arpeggios.

3.21 Notes and Rests plug-ins

New **Note Input** ▶ **Plug-ins** ▶ **Notes and Rests** ▶ **Divide Durations** plug-in.

4.9 Edit Lines

In order to edit the text at the start of a line, you no longer have to click the **Text** radio button: instead, you now click a button to the right of the **Text** radio button.

4.19 Brackets and braces

The creation of brackets and braces now takes the selected staves into account:

- If there is no selection, the bracket/sub-bracket is created spanning the staff you clicked on and the staff below. If you click on the bottom staff in the system, it is created spanning the staff you clicked on and the staff above
- If there is a selection that spans multiple contiguous staves, the bracket/sub-bracket is created spanning those staves.
- If there is a selection that spans multiple discontinuous staves, the bracket/sub-bracket is created spanning the top and bottom staves in the selection.

5.15 Text plug-ins

- New **Text** ▶ **Plug-ins** ▶ **Add Fingering to Notes** plug-in.
- New **Nashville Chord Numbers** plug-in, and updated **Chord Symbols as Fractions** (to process multiple selections as well as passage selections).
- **Add Brackets to Reprise Script** no longer erroneously affects Tempo text even if it is not selected, and now works correctly if run on a multiple selection of system text objects only.
- **Add Note Names** can now add note names in Japanese.

8.2 House styles

- The 2- and 4-bar repeat symbols are now correctly positioned in the Inkpen2 house styles.
- The position of multi-rest numbers has been improved in Helsinki house styles.

8.6 Music fonts

- Sibelius's music font families (Opus, Inkpen2, Helsinki and Reprise) are now supplied only in OpenType format on both Windows and Mac. In order to ensure that these fonts can coexist with the fonts from previous versions of Sibelius, they have been renamed by the addition of the suffix "Std" to their names (this suffix is used to denote an OpenType font that does not contain any OpenType-specific functionality). So Opus has become Opus Std, Inkpen2 Script has become Inkpen2 Script Std, and so on.
- PostScript Type 1 versions of the Sibelius music font families are no longer included with Sibelius (Windows only).

- New Opus Big Time Std and Reprise Big Time Std fonts suitable for use with the **Time signatures (huge)** and **Time signatures (large)** text styles. These are tall, narrow fonts that can be used to create time signatures that span multiple staves without taking up a lot of horizontal space.
- The bounding box for the opening parenthesis character in Inkpen2 Special has been improved.
- The appearance of the up- and down-pointing staccatissimo symbols in Opus and Helsinki has been improved.
- The bounding box for the **+** character in Opus has been improved, improving the appearance of composite time signatures.
- The common time and cut common time signature symbols in Inkpen2 have been enlarged to improve their appearance.
- The accidentals in Opus Text have been enlarged and their baseline positions adjusted to improve their appearance.
- The accidentals in Opus Figured Bass have been enlarged to improve their appearance.

10.5 Proof-reading plug-ins

What is Where now reports on the presence and whereabouts of special barlines.

Installation

- Sibelius 7 is now installed inside **C:\Program Files\Avid\Sibelius 7** by default on Windows. On 64-bit Windows systems, both 64-bit and 32-bit versions of Sibelius are installed. The 32-bit version can be found in **C:\Program Files (x86)\Avid\Sibelius 7**, and the 64-bit version can be found in **C:\Program Files\Avid\Sibelius 7**.
- On Mac OS X, Sibelius 7 is supplied as a Universal Binary containing both 32-bit and 64-bit executables, and will run as a 64-bit application by default if your computer's processor supports the 64-bit architecture. To force Sibelius to run as a 32-bit application, select the Sibelius 7 package in the Finder, right-click and choose **Get Info**, and under **General**, switch on **Open in 32-bit mode**.
- User-level application data for Sibelius 7 is now found in **C:\Users\your username\AppData\Roaming\Avid\Sibelius 7** (Windows) and **/Users/your username/Library/Application Support/Avid/Sibelius 7** (Mac). On Windows, a new **Sibelius 7 (User Data)** shortcut is added to the Start menu upon installation. When clicked, it will open a Windows Explorer window to the user-level application data folder, where empty folders for user-defined components such as plug-ins, manuscript papers, etc. have been automatically created.
- User preferences are now stored in **HKEY_CURRENT_USER\Software\Avid\Sibelius 7** on Windows, and in **/Users/your username/Library/Preferences** as a file called **com.avid.sibelius7.plist** on Mac. (TT29532)
- All of Sibelius's data files (e.g. manuscript papers, sound sets, plug-ins, documentation, etc.) are now installed in **C:\ProgramData\Avid\Sibelius 7** rather than inside the **Sibelius 7** folder in **Program Files**. This allows both the 32-bit and 64-bit executables to load the required data correctly (Windows only).

What's new in Sibelius 7

- The **AutoSave** folder used by Sibelius's auto-save feature is now located in **C:\Users\your username\AppData\Roaming\Avid\Sibelius 7** (Windows) and **/Users/your username/Library/Application Support/Avid/Sibelius 7** (Mac) to avoid interfering with the **AutoSave** folder for previous versions of Sibelius.

Keyboard shortcuts

Sibelius 7 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 7:

<i>Function</i>	<i>Windows shortcut</i>	<i>Mac shortcut</i>
Minimize/Expand ribbon	Ctrl+F1	⌘F1
Select next document tab	Ctrl+Tab	Control-Tab
Select previous document tab	Ctrl+Shift+Tab	Shift-Control-Tab
Close current tab	Ctrl+W	⌘W
Close current window	Ctrl+Shift+W	⇧⌘W
Move selected note/chord/passage up chromatically	Ctrl+Page Up	⌘⇧ or ^↑
Move selected note/chord/passage down chromatically	Ctrl+Page Down	⌘⇩ or ^↓
Override Pitch before duration	Shift+Alt+L	⇧⌘L
End sticky line	Shift-L	⇧L
End sticky slur	Shift-S	⇧S
Turn selected note into grace note	;	;
Start/stop sticky tuplets	Shift+Alt+K	⇧⌘K
Summon the Inspector	Ctrl+Shift+I	⇧⌘I

Changes to existing keyboard shortcuts

The following keyboard shortcuts in Sibelius 6 have changed:

<i>Function</i>	<i>Sibelius 6</i>	<i>Sibelius 7</i>
Close current window	Ctrl+W ⌘W	Ctrl+Shift+W ⇧⌘W
Transform Live Playback	Ctrl+Shift+Alt+L ⇧⌘⇧L	<i>None</i>
Live Playback on/off	Shift-L ⇧L	Ctrl+Shift+Alt+L ⇧⌘⇧L
Downward-pointing slur	Shift-S ⇧S	<i>None</i>
View next dynamic part	Ctrl+Alt+Tab (Windows only)	Ctrl+#
View previous dynamic part	Ctrl+Shift+Alt+Tab (Windows only)	Ctrl+Shift+#
View hidden objects	Ctrl+Alt+H ⌘⇧H	Shift+Alt+H ⇧⌘H