

# **X u n S c o r e T u t o r i a l**

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# Introduction

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Let you easily create and share sheet music. The editor is called "xūn", is hoping it will be a better balance between the Chinese national music, more fit for our use.

## About Xun

Xun is an globular wind instrument. It is initially made of baked clay or bone, and later of ceramic. People in ancient times used this instrument to imitate birds' sound and ensnare them. The oldest xun that has been discovered in China up to now was made about six to seven thousands years ago. The sound of xun is endowed with emotional human feelings, like as the innocence of remote antiquity times and the pathos of desolation.

## Install

Application software doesn't need any installation, run the executable file after extraction.

**Note :** Ensure that the path to the directory where to extract does not contain non **A S C I I** encoded characters such as Chinese.



# Open

## Open Score

Choose [File] > [Open] to open the dialog:

1. Select the file type `X u n F i l e s (* . x u n)` .
2. Select the file you want to open.
3. Click [Open] .

Example files are under the `s c o r e s` folder.

## New

### New Score

Choose [File] > [New] to open the dialog:

1. Select the file type `X u n T e m p l a t e s F i l e s (* . x u t)`.
2. Select the file you want to open.
3. Click [Open] .

Template files are under the `t e m p l a t e s` folder.

## Properties

Choose [File] > [Properties] to open the dialog.

## Part

### Add

Choose [Tools] > [Part List] > [Parts] to open the dialog:

1. Select a part node.
2. Click [+] to select a type you want to add.

### Remove

Select a part node, click [-] .

The initial part cannot be removed.

The grouped part cannot be removed.

### Modify

Select a part node, edit its properties in the right frame.

## Staff

### Add

Choose [Tools] > [Part List] > [Parts] to open the dialog:

1. Select a staff node.
2. Click [+] to select a type you want to add.

### Remove

Select a staff node, click [-] .

The last staff cannot be removed.

## Group

### Add

Choose [Tools] > [Part List] > [Groups] to open the dialog:

1. Select a group node.
2. Click [+] .

### Remove

Select a group node, click [-] .

The last group cannot be removed.

### Modify

Select a group node, edit its properties in the right frame

To change the order of group/part/staff, select a group node, click [^] or [v] .

To export group, select a group node, click [>] to open the dialog.

To import group, click [<] to open the dialog.



# Import

## Import X m l

Choose [File] > [Import] to open the dialog:

1. Select the file type `M u s i c x m l F i l e s (* . x m l)` .
2. Select the file you want to import.
3. Click [Open] .

`M u s i c x m l` is an interchange music notation file format for applications. The `M u s i c x m l` file may produce different results when exported in different applications, and XunScore does not currently implement every part of the specification, so some `M u s i c x m l` files cannot be imported.

## Import M i d

Choose [File] > [Import] to open the dialog:

1. Select the file type `M I D I F i l e s (* . m i d)` .
2. Select the file you want to import.
3. Click [Open] .

TODO

## Import P n g

Choose [File] > [Import] to open the dialog:

1. Select the file type `I m a g e F i l e s (* . p n g)` .
2. Select the file you want to import.
3. Click [Open] .

This is jianpu OCR extension.

# Export

## Export Z i p

Choose [File] > [Export] to open the dialog:

1. Select the file type **Z i p F i l e s** (\*. z i p) .
2. Select the folder you want to export.
3. Input the file name.
4. Click [Save] .

This is dynamic score extension.

## Export P n g

Choose [File] > [Export] to open the dialog:

1. Select the file type **I m a g e F i l e s** (\*. p n g) .
2. (Ditto)

## Export W a v

Choose [File] > [Export] to open the dialog:

1. Select the file type **A u d i o F i l e s** (\*. w a v) .
2. (Ditto)

You can choose whether to export the whole score or the currently selected range.  
You can convert to other audio type file using freely-available software.

## Export X m l

Choose [File] > [Export] to open the dialog:

1. Select the file type **M u s i c x m l F i l e s** (\*. x m l) .
2. (Ditto)

## Export M i d

Choose [File] > [Export] to open the dialog:

1. Select the file type **M I D I F i l e s** (\*. m i d) .
2. (Ditto)

M I D I could be available to D A W to get better timbre effect.

**Edit**

---

# Selection Mode

There are two main kinds of selection:

- A single selection, where just one object is selected.
- A multiple selection, where several separate objects are selected.

## Single Selection

To make a single selection, just click on.

## Multiple Selection

Hold down **C t r l** click on one or more other objects to add them to the selection. Click on again if you want to remove it from the selection.

Hold down **S h i f t** and click on the paper and drag the light gray box around the objects you want to select.

## Clear Selection

Whether you have a single/multiple selection, you can always clear the selection by clicking on the page outside your current selection.

## Tip

When an object is selected, some tips show that it's selected::

- Block objects are surrounded by outlines.
- Line objects are colored light blue.
- Non-selectable objects are colored by the specified color.

## Filter

The filter allows you to choose exactly which objects you want to include in your selection.  
The filter menu is on the score bar.

## **Edit Operation**

- **Cut:**Removes and copies the selection to the clipboard.
- **Copy:**Copies the selection to the clipboard.
- **Paste:**Inserts the objects of the clipboard at the selection.
- **Delete:**Removes the selection.



## Input Mode

Input mode is designed for input note only.

- Select the notehead or the measure at which you want to insert, press **C t r l + E n t e r** to enter input mode.
- Click on an object to leave input mode.

In the input box, type **T a b** to complete as the last input.

## Move Cursor

- **L e f t**:Move cursor left one chord.
- **R i g h t**:Move cursor right one chord.
- **H o m e**:Move cursor to start of current voice.
- **E n d**:Move cursor to end of current voice.
- **U p**:Move cursor up one voice.
- **D o w n**:Move cursor down one voice.
- **C t r l + L e f t**:Move cursor left one measure.
- **C t r l + R i g h t**:Move cursor right one measure.
- **C t r l + U p**:Move cursor up one staff.
- **C t r l + D o w n**:Move cursor down one staff.
- **S h i f t + L e f t**:Move cursor left one chord and select.
- **S h i f t + R i g h t**:Move cursor right one chord and select.
- **S h i f t + H o m e**:Move cursor to start of current voice and select.
- **S h i f t + E n d**:Move cursor to end of current voice and select.

## Edit Operation

- **Cut**:Removes and copies the selected notes to the clipboard.
- **Copy**:Copies the selected notes to the clipboard.
- **Paste**:Inserts the contents of the clipboard at the location of the cursor, and replaces any selected notes.
- **Delete**:Removes notes under cursor or any selected notes.
- **Backspace**:Removes notes before cursor or any selected notes.

To cut and paste notes between different voices, voices conversion can be realized.

To cut and paste notes between different staves, staff conversion can be realized.

# Standard Note

## Input Pitch

- Step:Specified by **a** through **g**.
- Accidental:Sharp accidental is specified by **s**, flat accidental by **f**, double sharp accidental by **s s**, double flat accidental by **f f**.
- Octave:The default octave is middle **C**. Other octaves may be specified with a single quote or comma character. Each single quote raises the pitch by one octave; each comma lowers the pitch by an octave.
- Duration:Durations are designated by numbers and dots. Durations are entered as their reciprocal values. For example, a quarter note is entered using a **4** (since it is a 1/4 note), a half note is entered using a **2** (since it is a 1/2 note). To obtain dotted note lengths, place a dot after the duration. Double dotted notes are specified by appending two dots.
- Stem:Up stem is specified by **u**, down by **d**.
- Beam:Beginning beam is specified by **b**, connection by **c**, ending by **e**.
- Grace:Beginning a note with a grace use **g**, ending a note with a grace use **g g**.

## Input Rest

- Step:Specified vertical position using **a** through **g**.
- Octave:Specified vertical position using a single quote or comma character.
- Rest:Specified by **r**.
- Duration:(Ditto)
- Stem:(Ditto)
- Beam:(Ditto)
- Grace:(Ditto)



## Percussion Note

### Input Pitch

- Step:Specified vertical position using **a** through **g**.
- Octave:Specified vertical position using a single quote or comma character.
- Instrument: Specified instrument using numbers.
- Duration:Durations are designated by numbers and dots. Durations are entered as their reciprocal values. For example, a quarter note is entered using a **4** (since it is a 1/4 note), a half note is entered using a **2** (since it is a 1/2 note). To obtain dotted note lengths, place a dot after the duration. Double dotted notes are specified by appending two dots.
- Stem:Up stem is specified by **u**, down by **d**.
- Beam:Beginning beam is specified by **b**, connection by **c**, ending by **e**.
- Grace:Beginning a note with a grace use **g**, ending a note with a grace use **g g**.

### Input Rest

- Step:(Ditto)
- Octave:(Ditto)
- Rest:Specified by **r**.
- Duration:(Ditto)
- Stem:(Ditto)
- Beam:(Ditto)
- Grace:(Ditto)

## Tablature Note

### Input Pitch

- String And Fret:Two double-digits separated by a comma character.
- Notehead:Arrow up Notehead is specified by **u**, arrow down by **d**, solid line by **s**, wavy line by **w**, cross by **x**, Tie by **—**.
- Duration:Durations are designated by numbers and dots. Durations are entered as their reciprocal values. For example, a quarter note is entered using a **4** (since it is a 1/4 note), a half note is entered using a **2** (since it is a 1/2 note). To obtain dotted note lengths, place a dot after the duration. Double dotted notes are specified by appending two dots.
- Stem:Up stem is specified by **u**, down by **d**.
- Beam:Beginning beam is specified by **b**, connection by **c**, ending by **e**.
- Grace:Beginning a note with a grace use **g**, ending a note with a grace use **g g**.

### Input Rest

- Rest:Specified by **r**.
- Duration:(Ditto)
- Stem:(Ditto)
- Beam:(Ditto)
- Grace:(Ditto)

## Jianpu Note

### Input Pitch

- Step:Specified by 1 through 7 .
- Notehead:Tie is specified by — .
- Octave:The default octave is key octave. Other octaves may be specified with a single quote or comma character. Each single quote raises the pitch by one octave; each comma lowers the pitch by an octave.
- Duration:Durations are designated by numbers and dots. Durations are entered as their reciprocal values. For example, a quarter note is entered using a 4 (since it is a 1/4 note), a half note is entered using a 2 (since it is a 1/2 note). To obtain dotted note lengths, place a dot after the duration. Double dotted notes are specified by appending two dots.
- Beam:Beginning beam is specified by **b**, connection by **c**, ending by **e** .
- Grace:Beginning a note with a grace use **g**, ending a note with a grace use **g g** .

### Input Rest

- Rest:Specified by 0 .
- Duration:(Ditto)
- Beam:(Ditto)
- Grace:(Ditto)

## Note Playback

There are three playback modes can be applied to a note.

- **N o r m a l**:Plays back simply.
- **S i l e n t**:Plays back silently.
- **C o m p l e x**:Plays back complexly.

Select a note, edit its properties in the Property Editor.

- **P l a y > M o d e**:The playback mode.
- **P l a y > M e a s u r e**:Opens the dialog.



## Edit Operation

### Insert

Select a measure, right click to pop up context menu and choose [Insert Measure] , or use the shortcuts [C t r l] + [i] .

### Delete

Select a measure, right click to pop up context menu and choose [Delete Measure] , or use the shortcuts [C t r l] + [d] .

The first measure cannot be deleted.

## Content Operation

### Copy

Select a measure or a pair of measures, just copy.

### Paste

Select a measure or a pair of measures, just paste.

The number of measures must be the same as the clipboard.

To cut and paste measures between different staffs, staff conversion can be realized.

## Element Palette/Property Editor

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# Clef

## Add

Select a measure, click a clef symbol.

Select a note in the standard staff to insert a temporary clef.

## Remove

Select a clef, delete.

The first clef cannot be removed.

## Modify

Select a clef, edit its properties in the Property Editor.



## Key

### Add

Select a measure, click a key symbol.

### Remove

Select a key, delete.

### Modify

Select a key, edit its properties in the Property Editor.

- `O c t a v e`:The middle octave of the jianpu staff.

## Time

### **Add**

Select a measure, click a time symbol.

### **Remove**

Select a time, delete.

### **Modify**

Select a key, edit its properties in the Property Editor.

## Barline

### Add

Select a measure, click a barline symbol.

### Remove

Select a barline, delete.

### Modify

Select a barline, edit its properties in the Property Editor.

- **T i m e s** :the number of repetition, defaultly repeat once.

## Ending

### Add

Select a measure or a pair of measures, click a ending symbol.

### Remove

Select a ending, delete.

### Modify

Select a ending, edit its properties in the Property Editor.

- **N u m b e r** :the number list of repetition, the value is a comma-separated list of positive integers arranged in ascending order.

## Fermata

### Add

Select a barline, click a fermata symbol.

### Remove

Select a fermata, delete.

### Modify

Select a fermata, edit its properties in the Property Editor.

## Notation

### Tie

#### Add

Select a pair of notes (or several notes in the same measure), click a tie symbol.

*A pair of not grace notes must be in the same voice.*

#### Remove

Select a tie, delete.

#### Modify

Select a tie, edit its properties in the Property Editor.

*most of the hidden ties are used for the tablature staff and the jianpu staff.*

### Slur

#### Add

Select a pair of notes, click a slur symbol.

*A pair of notes must be in the same staff.*

#### Remove

Select a slur, delete.

#### Modify

Select a slur, edit its properties in the Property Editor.

### Tuplet

#### Add

Select a pair of notes, click a tuplet symbol.

*A pair of not grace notes must be in the same measure and the same voice.*

#### Remove

Select a tuplet, delete.

#### Modify

Select a tuplet, edit its properties in the Property Editor.

- **A c t u a l**:The number of notes actually played.
- **N o r m a l**:The number of notes normally played.

### Slide

#### Add

Select a pair of notes, click a slide symbol.

*A pair of notes must be in the same voice.*

#### Remove

Select a slide, delete.

#### Modify

Select a slide, edit its properties in the Property Editor.

## Arpeggiate

### Add

Select a pair of notes, click a arpeggiate symbol.

A pair of notes must be in the same chord.

### Remove

Select a arpeggiate, delete.

### Modify

Select a arpeggiate, edit its properties in the Property Editor.

## Lyric

### Add

Select a note, click a lyric symbol.

### Remove

Select a lyric, delete.

### Modify

Select a lyric, edit its properties in the Property Editor.

Adding a lyric is often used to locate the lyric paragraph. To add a lyric paragraph, choose [Tools] > [Lyrics] to open the dialog. A paragraph is a space-separated list of texts, & n b s is a placeholder.

## Fermata

### Add

Select a note, click a fermata symbol.

### Remove

Select a fermata, delete.

### Modify

Select a fermata, edit its properties in the Property Editor.

## Accidental Mark

### Add

Select a note, click a accidental mark symbol.

### Remove

Select a accidental mark, delete.

### Modify

Select a accidental mark, edit its properties in the Property Editor.

## Extender

### Add

Select a note, click an extender symbol.

### Remove

Select an extender, delete.

## Modify

Select an extender, edit its properties in the Property Editor.

- **F o n t > F a m i l y**: The font family.
- **S y m b o l**: Opens the dialog.

Font files are under the **f o n t s** folder.

## Direction

### Wedge

#### Add

Select a pair of notes, click a wedge symbol.

#### Remove

Select a wedge, delete.

#### Modify

Select a wedge, edit its properties in the Property Editor.

- **D y n a m i c s**:The variation of velocity.
- **S t e p**:The step of variation.
- **R a n g e**:voice, defaultly all voices.

### Dashes

#### Add

Select a pair of notes, click a dashes symbol.

#### Remove

Select a dashes, delete.

#### Modify

Select a dashes, edit its properties in the Property Editor.

- **T e m p o**:The variation of B P M.
- **S t e p**:The step of variation.

### Bracket

#### Add

Select a pair of notes, click a bracket symbol.

#### Remove

Select a bracket, delete.

#### Modify

Select a bracket, edit its properties in the Property Editor.

### Pedal

#### Add

Select a pair of notes, click a pedal symbol.

#### Remove

Select a pedal, delete.

#### Modify

Select a pedal, edit its properties in the Property Editor.

## Octave Shift

### Add

Select a pair of notes, click an octave shift symbol.

### Remove

Select a octave shift, delete.

### Modify

Select an octave shift, edit its properties in the Property Editor.

## Rehearsal

### Add

Select a note, click a rehearsal symbol.

### Remove

Select a rehearsal, delete.

### Modify

Select a rehearsal, edit its properties in the Property Editor.

## Metronome

### Add

Select a note, click a metronome symbol.

### Remove

Select a metronome, delete.

### Modify

Select a metronome, edit its properties in the Property Editor.

- `Tempo:BPM`.

## Jump

### Add

Select a measure, click a jump symbol.

Introductions of jump mark:

`D.C.`: Indicates to go back to the the start and play again, then stop at the end.

`D.C. al Fine`: Indicates to go back to the the start and play again until `Fine`.

`D.C. al Coda`: Indicates to go back to the the start and play again until the `Tocoda`, then jump to `Coda` play.

`D.S.`: Indicates to go back to `Segno` and play again, then stop at the end.

`D.S. al Fine`: Indicates to go back to `Segno` and play again until `Fine`.

`D.S. al Coda`: Indicates to go back to `Segno` and play again until `Tocoda` then jump to `Coda` play.

### Remove

Select a jump, delete.

### Modify

Select a jump, edit its properties in the Property Editor.



## Dynamic

### Add

Select a note, click a dynamic symbol.

### Remove

Select a dynamic, delete.

### Modify

Select a dynamic, edit its properties in the Property Editor.

- `D y n a m i c s :velocity`.
- `R a n g e :voice`, defaultly all voices.

## Other

(omitted)

## **Ornament**

(omitted)

## **Technical**

(omitted)

## **Articulation**

(omitted)

## **Measure**

(omitted)

## **Harmony**

(omitted)

## **Percussion**

(omitted)



## Page

Choose [Tools] > [Appearances] > [Page] to open the dialog.

## System

Choose [Tools] > [Appearances] > [System] to open the dialog.

### Break

There are three break types can be applied to a measure:

- **Auto Break:**Autos the extra measure to start in a new system..
- **System Break:**Forces the current measure to start in a new system.
- **Page Break:**Forces the current measure to start on a new page.

### Add

Select a measure, right click to pop up context menu and check [Break System] or [Break Page] .

### Remove

Select a measure, right click to pop up context menu and uncheck [Break System] or [Break Page] .

### Modify

Select a measure, right click to pop up context menu and choose [Layout System] , edit its properties in the Property Editor.

- **T o p D i s t a n c e:**The distance from the page's top margin to the top line of the first system. It is ignored for all but the first system on a page.
- **D i s t a n c e:**The distance from the bottom line of the previous system to the top line of the current system. It is ignored for the first system on a page.
- **L e f t M a r g i n:**The distance from the page's left margin to the left of the system.
- **R i g h t M a r g i n:**The distance from the page's right margin to the right of the system.
- **S t a f f D i s t a n c e:**The distance from the bottom line of the previous staff in this system to the top line of the staff.

Uncheck a staff distance option to hide the corresponding staff in current system.

## Player Panel

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## Master

The master is on the top of the Player Panel.

- Time:Displays current playback time.
- Volume:Adjusts the overall output volume.
- Tempo:Adjusts current playback tempo.

The tempo is shown both as a percentage value and as an absolute value (BPM).

## Metronome

The metronome is on the middle of the Player Panel.

- Interval:Adjusts the interval of the metronome tick.
- Offset:Adjusts the offset of the first metronome tick.
- Volume:Adjusts the metronome output volume.

## Mixer

The mixer is on the bottom of the Player Panel.

- Part:Displays the part name, double-click to open the dialog.
- Volume:Adjusts the part volume.
- Pan:Adjusts the part panning.

The instruments dialog is used for the configuration of the soundfonts, so much for percussion parts.

- Bank:Bank number, SF files is under the `soundfonts` folder.
- Semitone:Musical Notation offset interval of the pitch and the actual pitch, used for transposing instruments.

**View**

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## Layout

- [View] > [Single Page] :Displays pages beneath each other, vertical scrolling.
- [View] > [Facing Pages] :Displays two pages side by side as in an open book, horizontal scrolling.

### Quick Access

The view bar provides quick access to layout.

### Shortcuts

Hold down **C t r l** and click a blank part of the paper, drag the page.

## Zoom

- [View] > [Fit Size] :Displays pages at its actual size.
- [View] > [Fit Page] :Displays the entire page on your screen.
- [View] > [Fit Width] :Displays the complete width of the page.

### Quick Access

Moves the zoom slider on the view bar, or click the buttons at either end of the slider to zoom in or out by 1% or 5% increments.

### Shortcuts

Use the shortcuts [**C t r l**] + [+] and [**C t r l**] + [-] to zoom in and out.

If you have a mouse with a scroll wheel, you can hold down **C t r l** and scroll the wheel up and down to zoom in and out.



# Preferences

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## **Canvas**

Choose [Edit] > [Preferences] > [Canvas] to open the dialog.

## **Watermark**

Choose [Edit] > [Preferences] > [Watermark] to open the dialog.

Uncheck [File] > [Watermark] to show watermark images.

## **Display**

Choose [Edit] > [Preferences] > [Display] to open the dialog.

Uncheck [File] > [Preview] to hide non-printable objects.

## **IO**

Choose [Edit] > [Preferences] > [IO] to open the dialog.

## **Language**

Choose [Edit] > [Preferences] > [Advanced] to open the dialog, change the interaction language.

## **Directory**

Choose [Edit] > [Preferences] > [Advanced] to open the dialog, change the resource directory.

## Advanced Topics

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## Transpose

Transposition is the act of raising or lowering the pitch of notes by the same interval.

### Manual Transposition

Select notes in input mode, right click to pop up context menu and choose [Transpose Up] or [Transpose Down] .

Select a measure or a pair of measures in selection mode, right click to pop up context menu and choose [Transpose Up] or [Transpose Down] .

### Instrument Transposition

See Mixer.

## Duration

Select notes in input mode, right click to pop up context menu and choose [Double Duration] or [Halve Duration] .

Select a measure or a pair of measures in selection mode, right click to pop up context menu and choose [Double Duration] or [Halve Duration] .

## Tune

Select a measure of the tablature staff, edit its properties in the Property Editor.

- **L i n e s**:The number of strings.
- **T u n e**:Opens the dialog.

## Appearances

Choose [Tools] > [Appearances] to open the dialog, change the style of score.

### Export

Click [Export] to open the dialog:

1. Select the file type **X u n S t y l e F i l e s ( \* . x u s )** .
2. Select the folder you want to export.
3. Input the file name.
4. Click [Save] .

Style files is under the **s t y l e s** folder.

### Import

Click [Import] to open the dialog:

1. Select the file type **X u n S t y l e F i l e s ( \* . x u s )** .
2. Select the file you want to import.
3. Click [Open] .