

musescore

## **Handbook**

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Este manual é para a versão 2.0 ou superior do MuseScore. Ele é mantido e traduzido pela comunidade do MuseScore. [Descubra como você pode ajudar](#).

Em caso de dúvida, consulte a versão online em Inglês do manual [aqui](#).

## Primeiros passos

Este capítulo irá ajudá-lo a instalar e executar o MuseScore pela primeira vez. O capítulo também irá mostrá-lo como criar uma nova partitura.

### Instalação

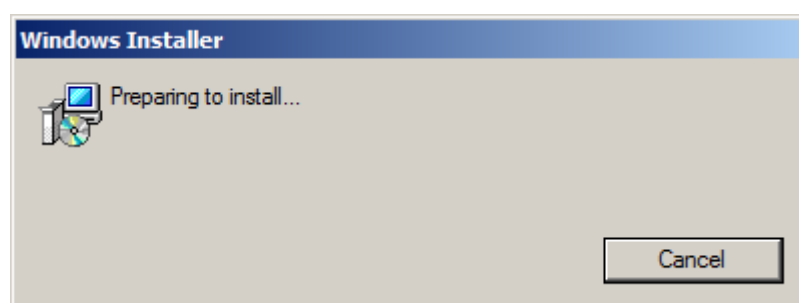
MuseScore funciona em vários sistemas operacionais incluindo Windows, Mac OS X, e Linux.

### Instalar no Windows

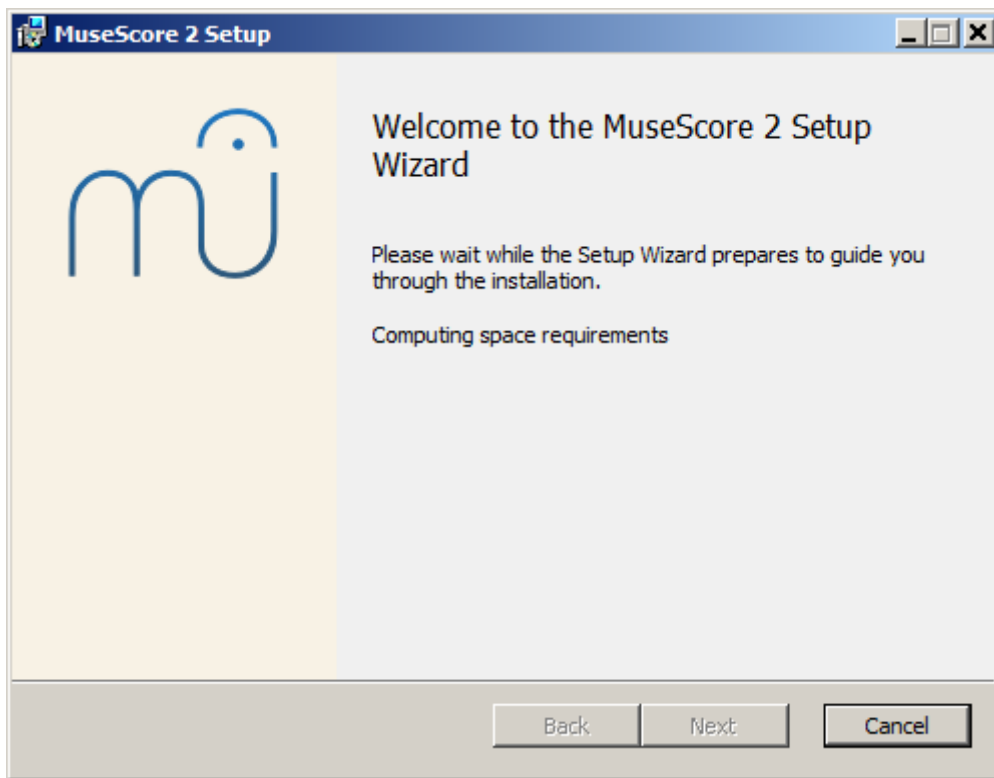
#### Instalar

Você pode fazer o download do instalador na página [download](#) do site do MuseScore. Clique no link para iniciar o download. Seu navegador pedirá que você confirme o download do arquivo. Clique em `Salvar`.

Quando o download terminar, clique duas vezes no arquivo para iniciar a instalação. O Windows pode mostrar uma tela de segurança pedindo que você confirme antes de rodar o programa. Clique `Executar` para continuar. Em seguida você verá

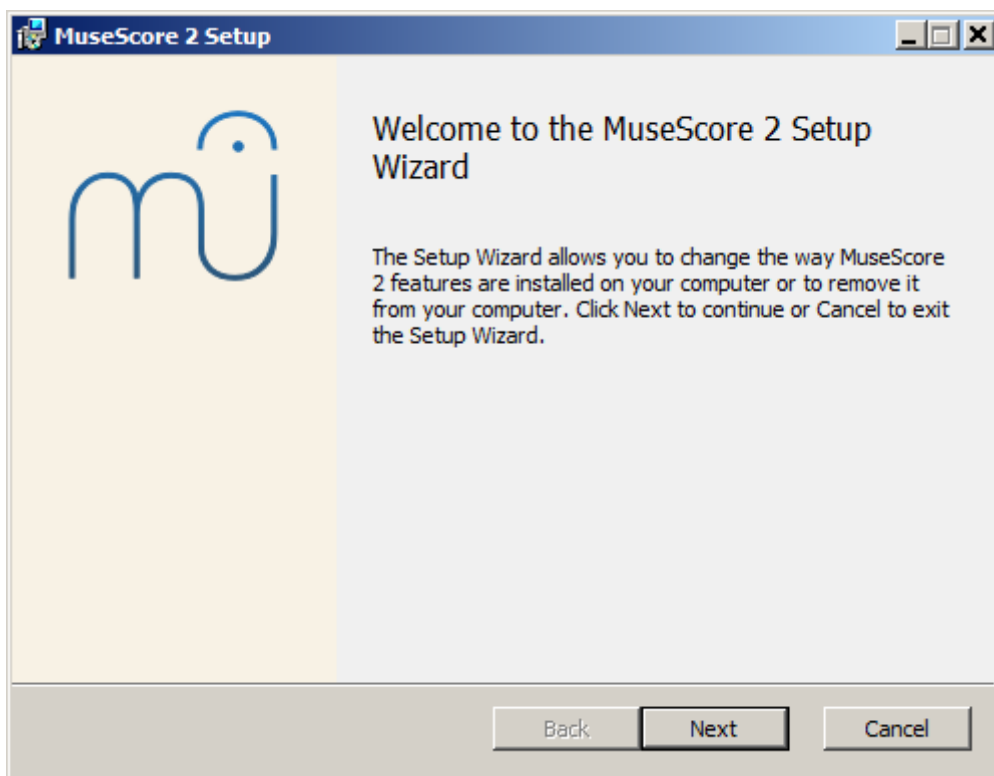


seguido por

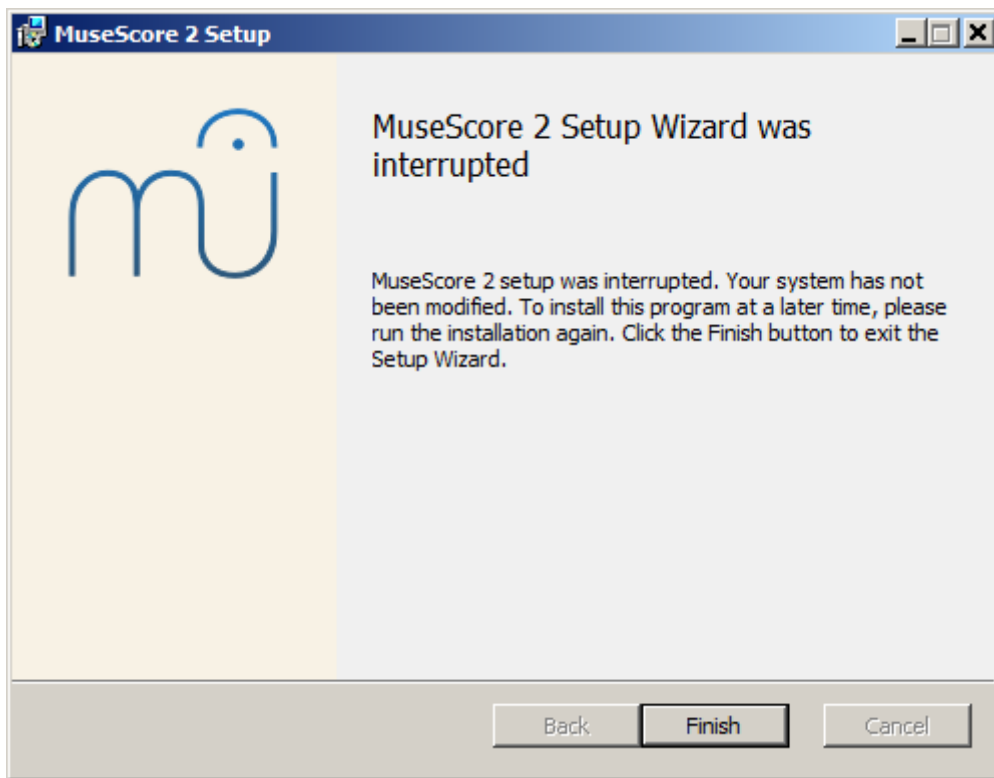


Caso você veja uma janela diferente deste instalador, é possível que a extensão .msi não esteja associada com o msixec.exe. Você pode corrigir a associação, ou baixar e usar a versão portátil do MuseScore em vez disso.

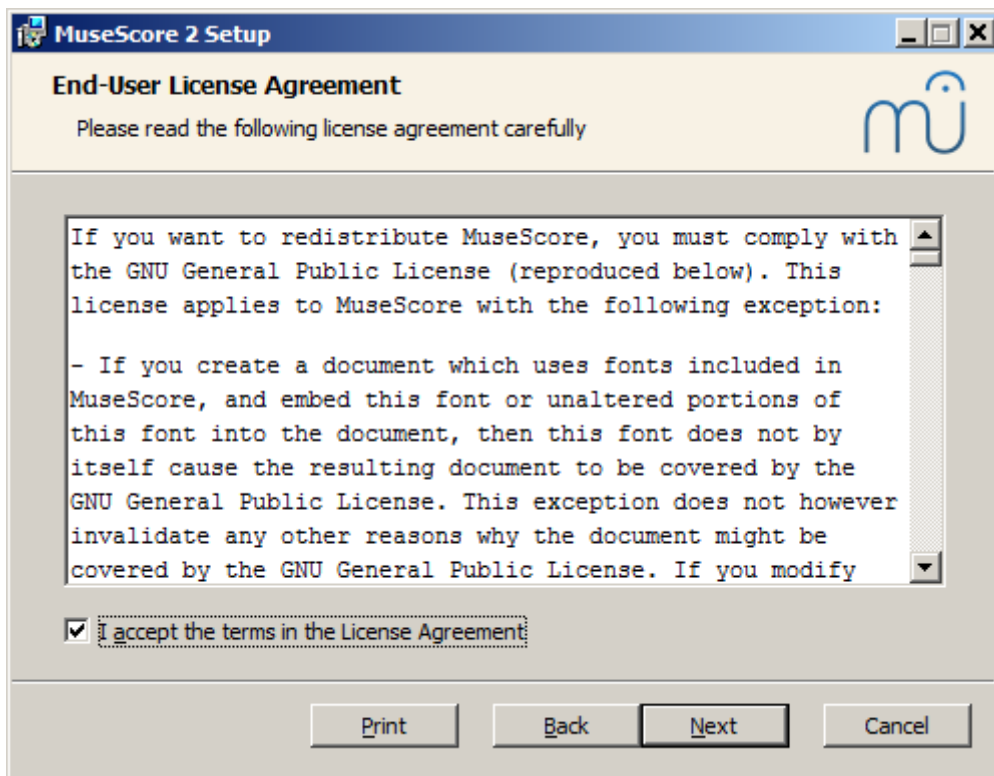
Continuando, você verá



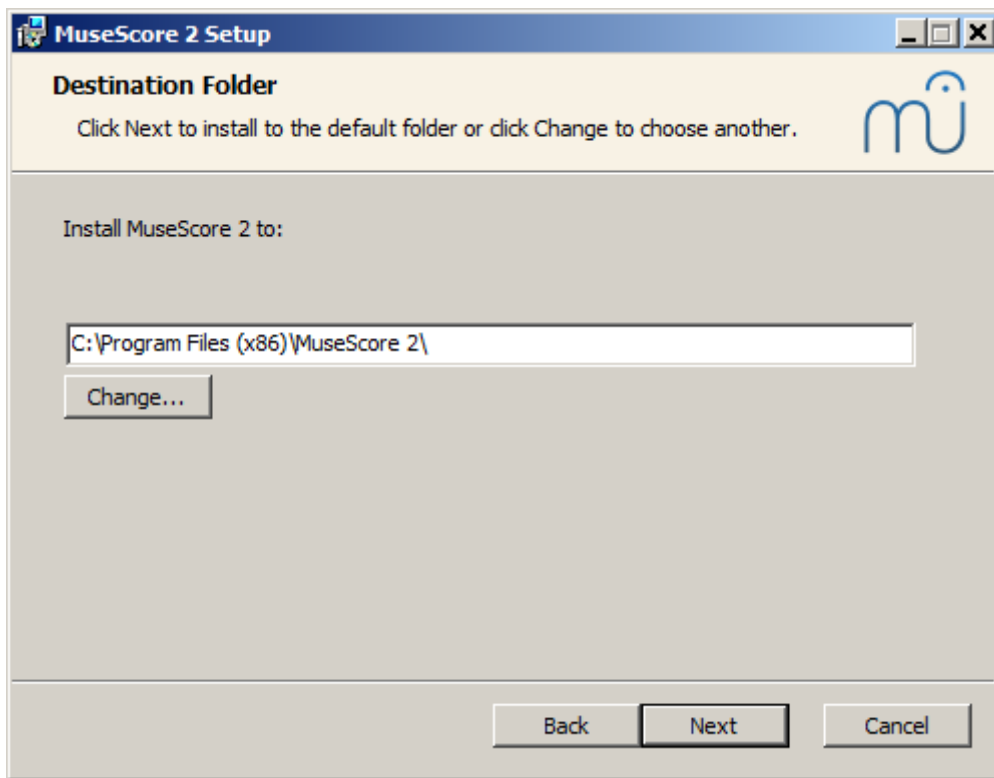
Se você clicar em `Cancelar`, aqui ou depois, você verá:



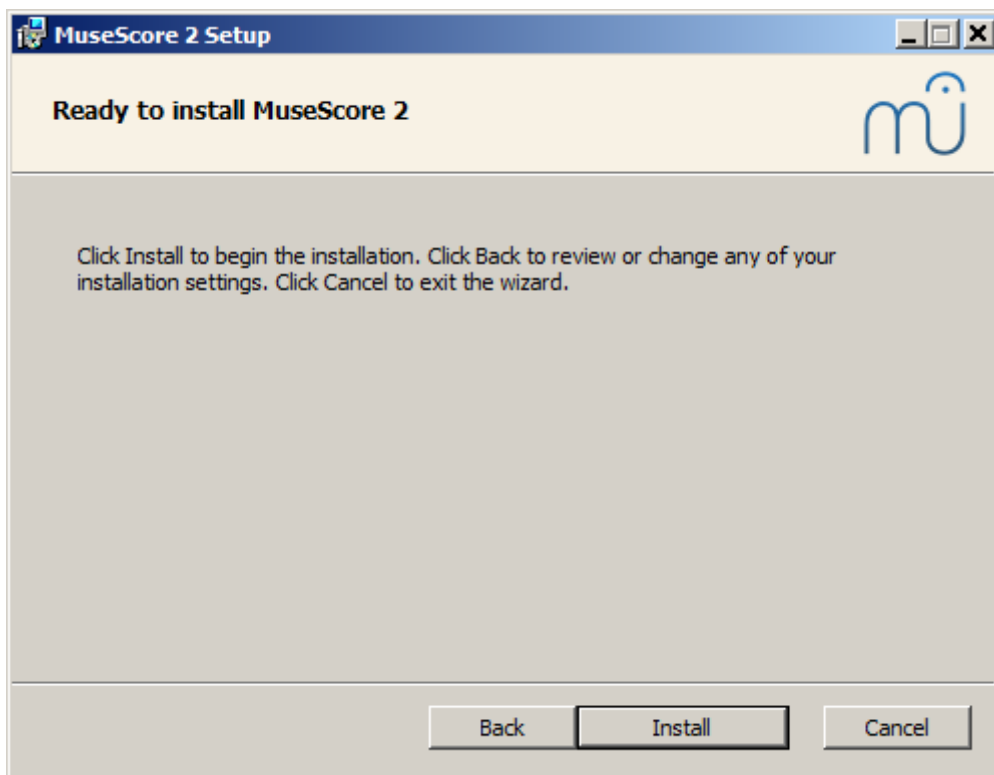
Se, em vez disso, você clicar em **Próximo** para continuar, o assistente de instalação mostrará os termos da licença de software livre.



Leia os termos da licença, certifique-se que a caixa próxima de **Eu aceito os termos da licença** esteja marcado, e clique **Próximo** para continuar. Em seguida o instalador pedirá que você confirme o local onde instalar o MuseScore.

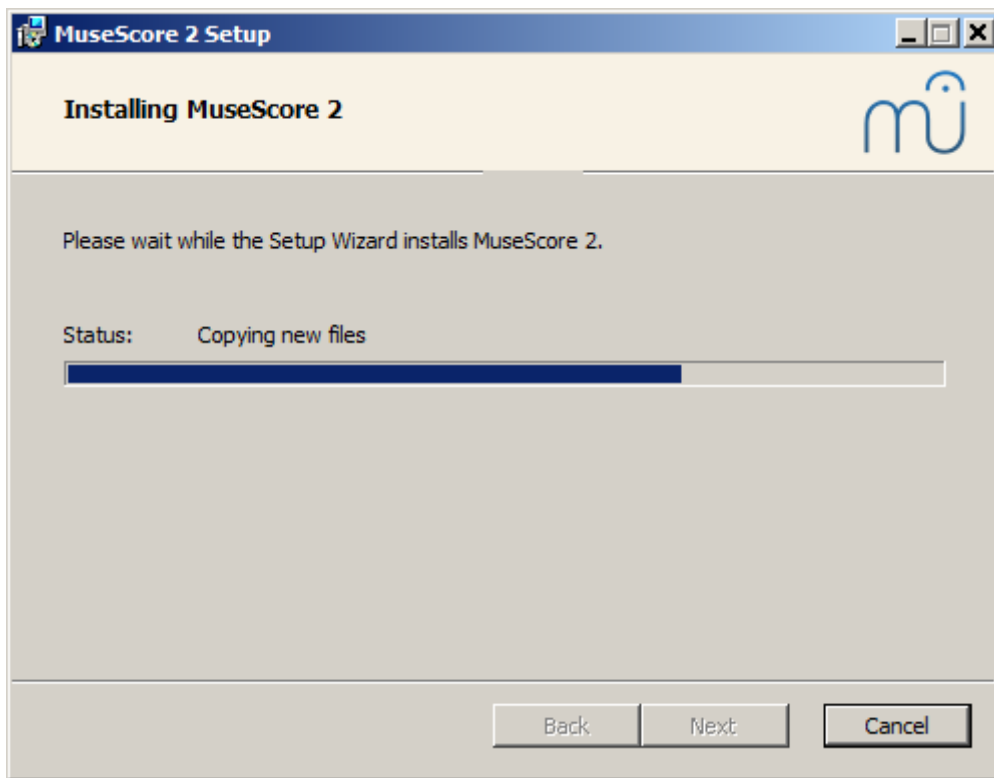


Se você estiver instalando uma versão mais nova do MuseScore mas ainda quiser manter a versão antiga no seu computador, você deverá mudar a pasta (note que o MuseScore 2 pode coexistir com o MuseScore 1 sem a necessidade de nenhuma mudança). Caso contrário, clique **Próximo** para continuar.

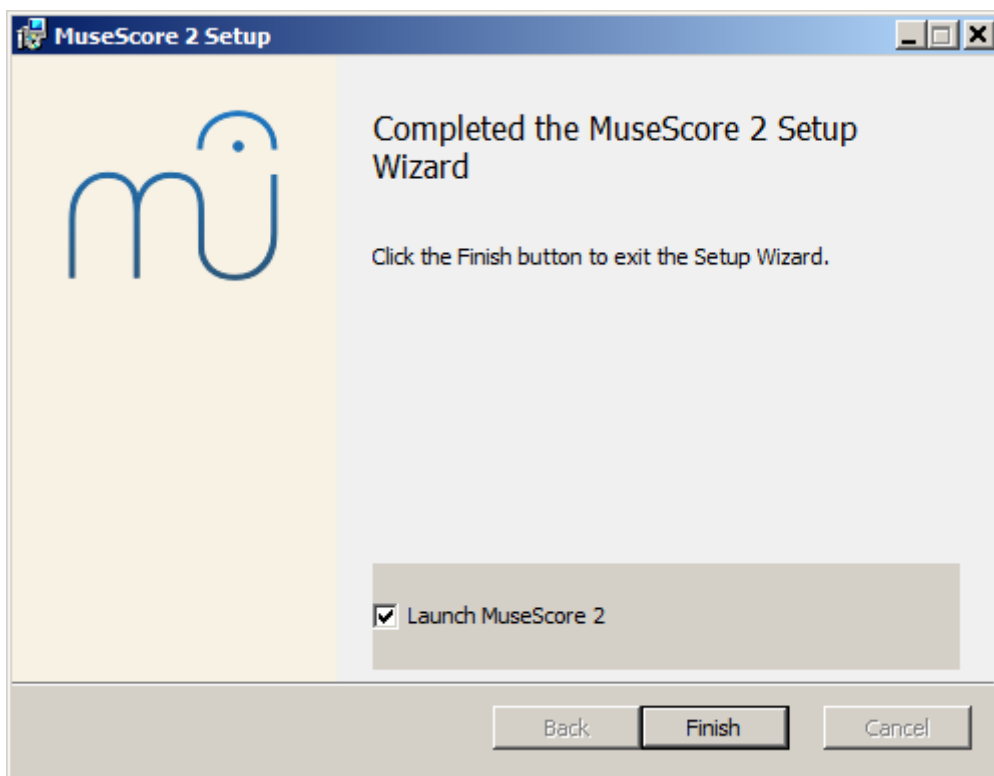


Clique **Instalar** para continuar.

Dê uns minutos ao assistente para instalar os arquivos necessários e configurações. Você verá



e finalmente



Clique **Terminar** para sair do instalador. Você pode deletar o arquivo de instalação que você baixou.

### Iniciar o MuseScore

To start MuseScore choose **start** → **All Programs** → **MuseScore 2** → **MuseScore 2**.

### Desinstalar

You can uninstall on 32-bit Windows with

```
cd C:\Program Files\MuseScore
Uninstall.exe /S
```

and on 64-bit Windows with

```
cd C:\Program Files (x86)\MuseScore
Uninstall.exe /S
```

## Resolução de problemas

On Windows XP and Vista, the installer might be blocked by the system. If you don't manage to install MuseScore, right click the downloaded file and click Properties. If there is a message *"This file came from another computer and might be blocked to help protect this computer,"* click on "Unblock", "OK" and double click on the downloaded file again.

## Links externos

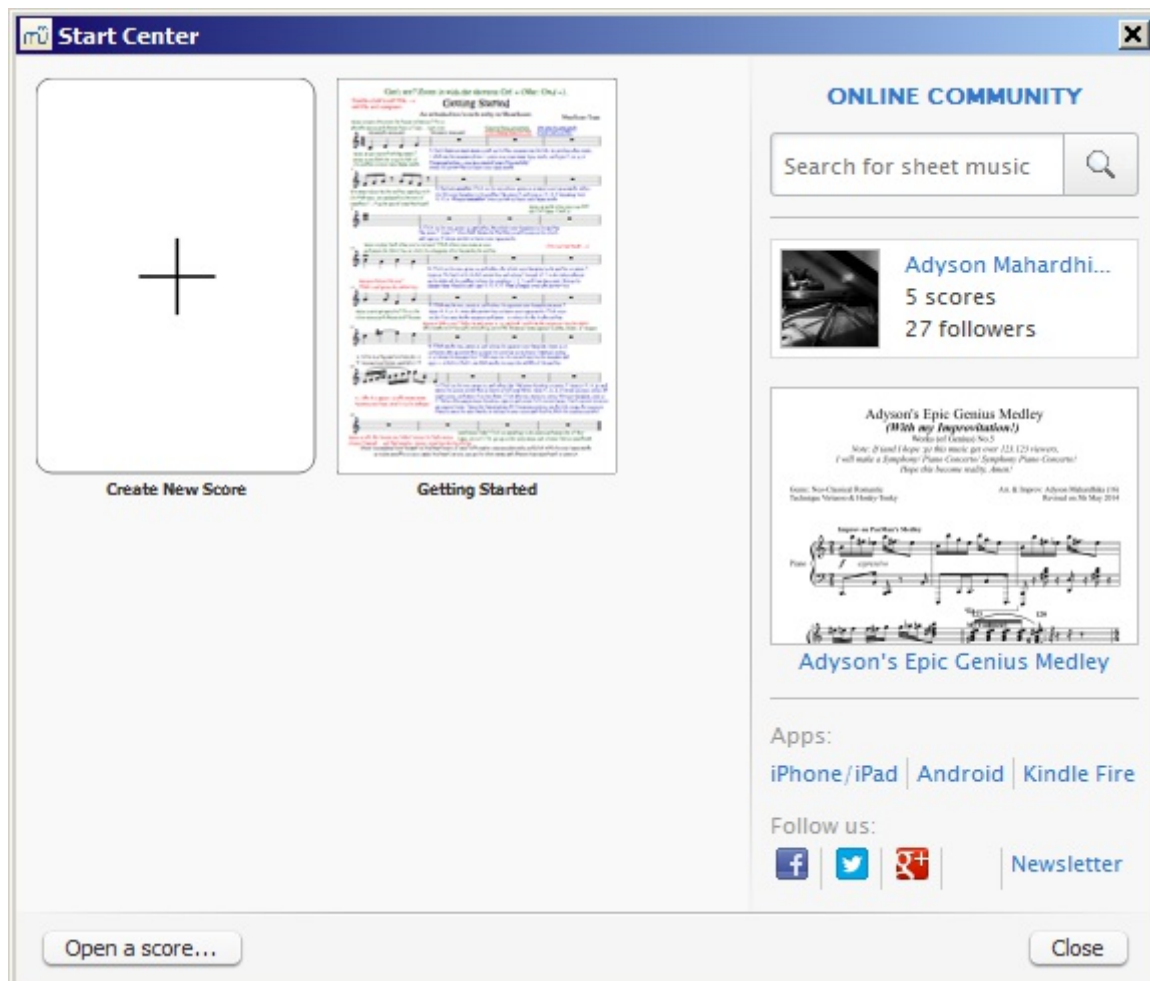
- [How to install MuseScore on Windows without administrator rights](#)
- [How to run MuseScore as Administrator on Windows](#)
- [How to change the language in MuseScore](#)

## Create a new score

This translation is outdated, see the English version for a reference: [Create a new score](#)

The **New Score Wizard** helps you to set up a new score. To open the New Score Wizard directly, see [Create new score](#) (below). You can also get to the New Score Wizard via the **Start Center**.

## Start center





This is the window that displays when you first open MuseScore. Alternately you can open it by selecting it from `View → Start Center...` (keyboard shortcut, `F4`).

Here, you can choose between options such as:

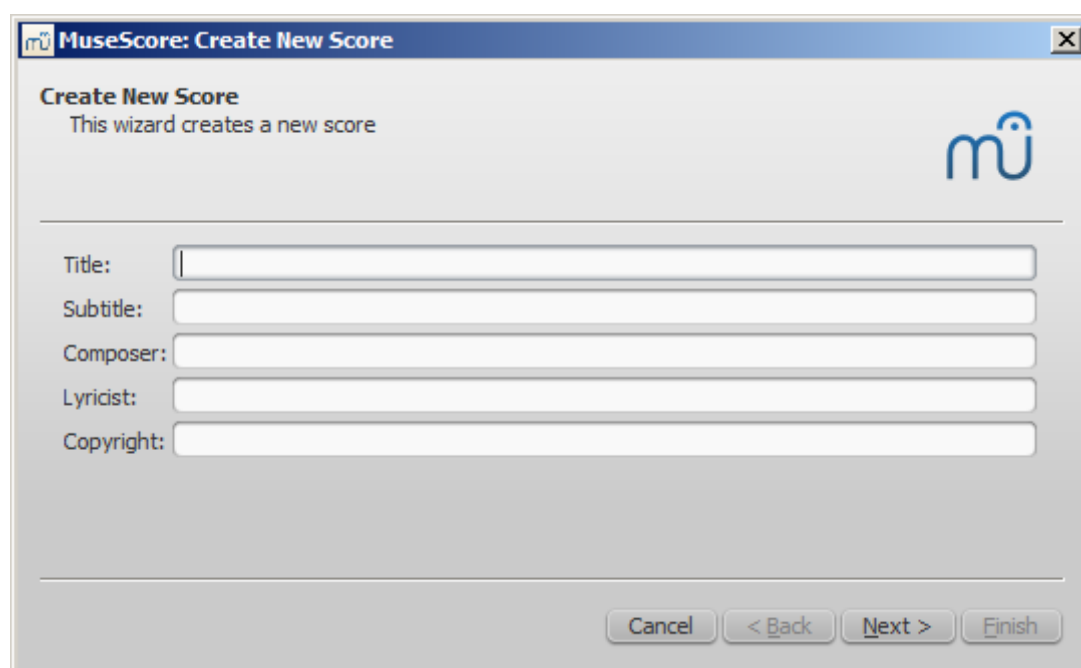
- [Create a new score](#) (by clicking on the icon with the plus sign)
- Open a previously opened score
- If opening MuseScore for the first time, open the "Getting Started" tutorial score
- Open an existing score from your computer's file system
- See the "In the spotlight" score of the day
- Search sheet music on [musecore.com](http://musecore.com)
- Link to mobile apps
- Link to follow MuseScore on social networks

## Create new score

To open the **New Score Wizard** when the Start Center is not open, use one of the following options:

- Click on the New Score icon in the toolbar on the top left of the window;
- Use keyboard shortcut `Ctrl+N` (Mac: `Cmd+N`);
- Select `File → New...`

## Title, composer and other information

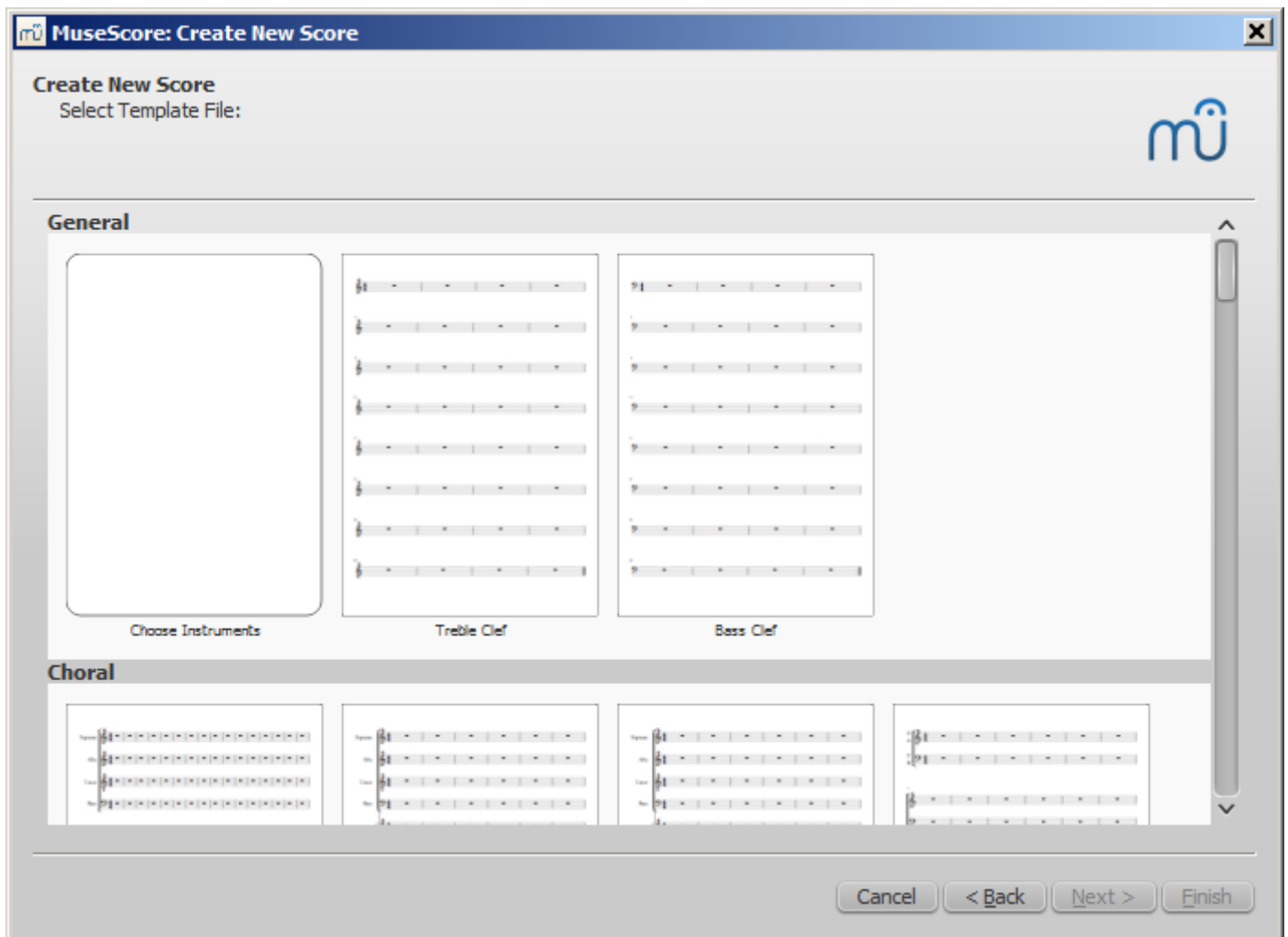


The image shows a screenshot of the 'Create New Score' wizard dialog box in MuseScore. The window title is 'MuseScore: Create New Score'. The main heading is 'Create New Score' with the subtitle 'This wizard creates a new score'. The MuseScore logo is in the top right corner. Below the heading, there are five text input fields labeled 'Title:', 'Subtitle:', 'Composer:', 'Lyricist:', and 'Copyright:'. At the bottom of the dialog, there are four buttons: 'Cancel', '< Back', 'Next >', and 'Finish'.

*Step 1: Enter score information.*

Enter the title, composer, or any other information as shown above, then click on `Next >`. This step is optional: you can also add this information after the score is created (see [Vertical frame](#)).

## Select template



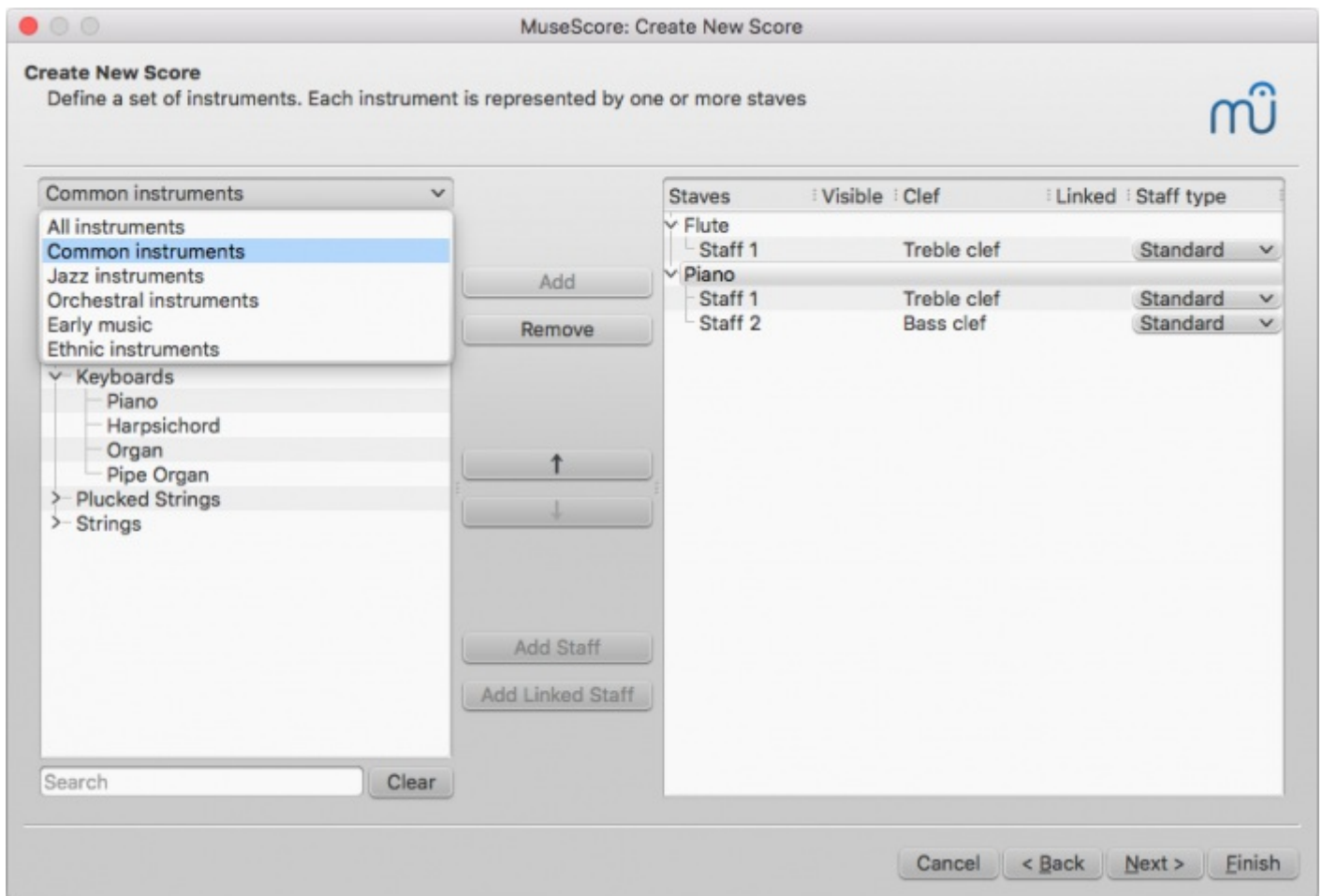
*Step 2: Select template file.*

Here, you can choose from a range of solo, ensemble and orchestral *templates*. If you wish to choose *exactly* what instruments should be in your score then click on the "Choose Instruments" template (under "General").

You can also create your own score templates. These are displayed under **Custom Templates**". See [below](#).

### **Choose instruments or voice parts**

If you can't find an appropriate template, then click '**Choose Instruments**'.



The **Chose Instruments** window is divided into two columns:

- The **left column** contains a list of instruments, or voice parts to choose from. This list is categorized into instrument families, and clicking a category shows the full list of instruments in each family.

The default entry is "Common instruments" but you can choose from others, including "Jazz instruments" and "Early music". There is a search box at the bottom of the instrument window: typing the name of an instrument there will search for it in "All instruments".

- The **right column** starts off empty, but will eventually contain a list of instruments for your new score, in the order that they will appear.

The most widely used staff is the **standard** type (five lines), but **percussion** and **tablature** staves are also provided. You can use the drop-down list under **Staff type** to make preliminary adjustments to staves: for example, to change a standard staff to tablature or vice versa, or to change the appearance of a tablature or percussion staff.

To **add** instruments to your score use any of the following options:

- Select one or more instruments in the left column and click **Add**.
- Double-click an instrument in the left column.

The instrument names, and their associated staff lines, now appear in the instrument list in the right column. You can add more instruments or voice parts, as needed. Each instrument added in this way is allocated its own Mixer channel.

To **change** the order of instruments/staves, click either an instrument name or a staff and use the ↑ or ↓ buttons to move it higher/lower.

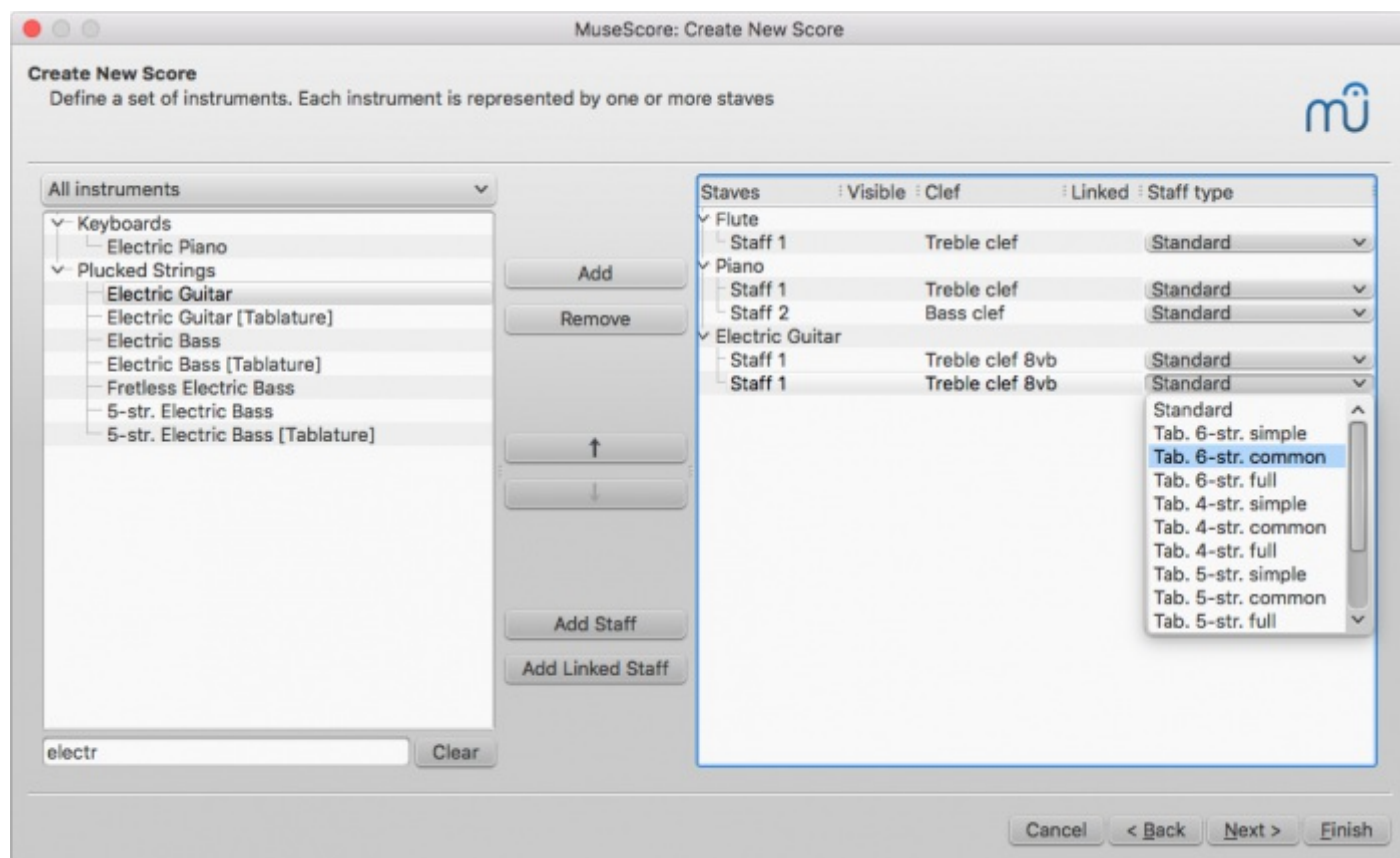
To **delete** an instrument, or staff line, from your score:

- Select an instrument, or a staff line, in the right column and click **Remove**.

## Add staff

This method is used to add another staff to an existing instrument in your instrument list:

1. Select a staff in the instrument list on the right-hand side (e.g. see "Staff 1" in the image below). Click `Add Staff`.
2. Adjust the **Staff type**, if applicable.



Each instrument staff can be edited independently of the other(s). All staves share the same instrument name and Mixer channel.

You can use `Add Staff` to create an **unlinked** staff/tablature system for the guitar or other plucked-string instrument (see [Combine pitched staff with tablature](#)).

## Add Linked Staff

This method is used to add a **linked** staff to an existing instrument in your instrument list:

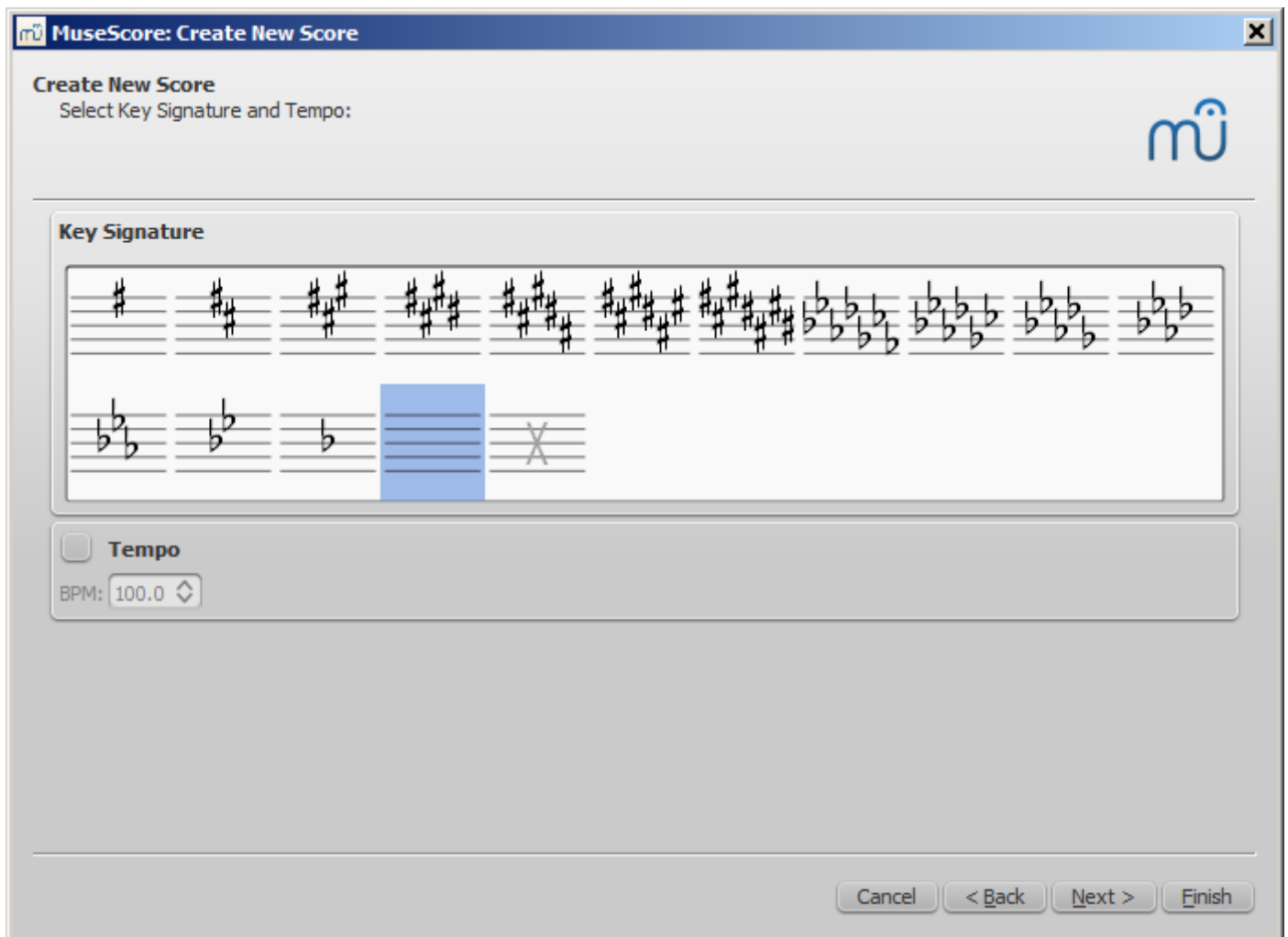
1. Select an instrument staff in your instrument list (e.g., "Staff 1"; see image above) and click `Add Linked Staff`.
2. Use the **Staff type** column to change the new staff as required.

Any changes to the notation in one staff will automatically be translated to the other. All staves share the same instrument name and Mixer channel.

You can use the `Add Linked Staff` button to create a **linked** staff/tablature system for the guitar or other plucked-string instrument (see [Combine pitched staff with tablature](#)).

**Note:** To adjust the distance between staves within a single instrument (created with the `Add Staff` or `Add Linked Staff` buttons), use the [Grand Staff Distance](#) setting.

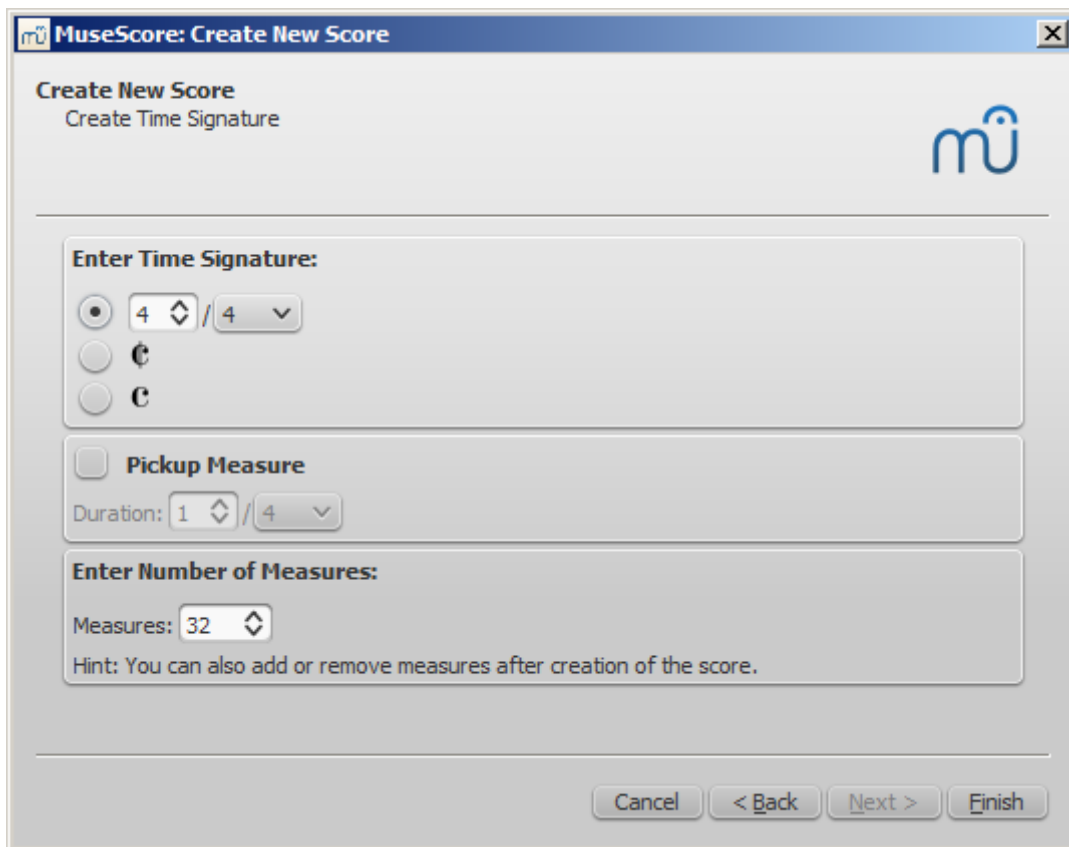
## Select key signature and tempo



*Step 3: Select key signature and tempo.*

The wizard asks for two things: The initial key signature and tempo of the score. Select any of the former and click `Next >` to continue. An initial tempo can be set here too.

### **Time signature, pickup measure (anacrusis), and number of measures**



*Step 4: Create time signature etc.*

You can set your initial **time signature** here. If the score starts with a pickup, then mark the **Pickup measure** checkbox and adjust the time signature (a setting known in the context menu 'Measure Properties' as actual duration).

**Measures** is set to 32 by default: you can change the number here, or add/remove measures later from the score.

Click `Finish` to create your new score.

### Adjustments to score after creation

Any settings you make in the New Score Wizard can always be changed when you start work on the score itself:

#### Add/delete measures

To add/delete measures or create a pickup, see [Measure operations](#)

#### Add/edit text

To change any text, see [Text editing](#). To add a missing Title (or other text item), use the menu `Add → Text → Title` (or other text item)

#### Change instrument set-up

To add, delete, or change the order of instruments, use the menu `Edit → Instruments...` Or press `I`. This opens the **Instruments** dialog which is virtually identical to the [Chose Instruments](#) dialog in the **New Score Wizard** (see [above](#)).

See also [Change instrument](#) (Staff properties).

### Templates

The second screen of the new score wizard allows you to choose a template to create a new score from (see [above](#) for details). To create a score using this method, click on a template instead of the "Choose Instruments" option. Continue and finish the new score wizard as usual.

Template files are normal MuseScore files, stored in a template folder. There are two template folders created by default: the [system template folder](#) that contains the templates installed with MuseScore and **should not be modified**, and a private [user template folder](#) to add your own templates to. You can create a custom template that will show in the new score wizard by simply saving a score into that folder.

### User template folder

You can configure the location of your private templates folder in `Edit → Preferences... → General`, but MuseScore does create a folder for this purpose.

On Windows, the user template folder is located at  
`%HOMEPATH%\Documents\MuseScore2\Templates`.

On macOS and Linux, the user template folder is located at `~/Documents/MuseScore2/Templates`.

The new score wizard will show templates from both the system and the user template folder.

### System template folder

The content of this folder **should not be modified**.

On Windows, the system template folder is usually located at `C:\Program Files\MuseScore 2\templates` or in the 64-bit versions at `C:\Program Files (x86)\MuseScore 2\templates`.

On Linux, look under `/usr/share/mscore-xxx` if you installed from the package manager. If you compiled MuseScore on Linux yourself, then look under `/usr/local/share/mscore-xxx` (with `xxx` being the version you are using).

On macOS, look under `/Applications/MuseScore 2.app/Contents/Resources/templates`.

### See also

- [Key signature](#)
- [Time signature](#)
- [Clef](#)
- [Tempo](#)
- [Staff properties](#)

### External links

- [Video tutorial: MuseScore in Minutes: Lesson 1 - Score Setup](#)

Do you have an unanswered question? [Post it in the forum](#).

## Instalar no macOS

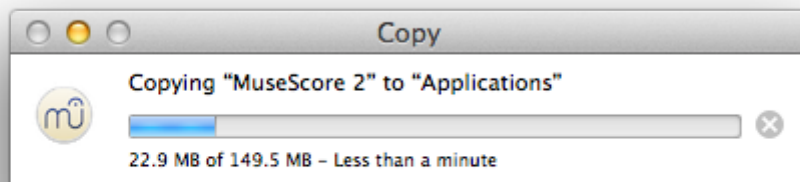
### Instalar

Você encontrará o arquivo DMG (imagem do disco) na página [download](#) do site do MuseScore. Clique no link do macOS para iniciar o download. Quando o download terminar, clique duas vezes no arquivo DMG para montar a imagem do disco.



Arraste e solte o ícone do MuseScore no ícone da pasta Aplicações.

Se você não estiver logado como administrador, o macOS pedirá pela senha: clique *Authenticate* e insira sua senha para continuar.



Quando o programa tiver terminado de copiar os arquivos, ejetete a imagem de disco. Agora você já pode iniciar o MuseScore a partir da pasta Aplicações, Spotlight, ou Launchpad.

## Desinstalar

Simplesmente delete o MuseScore da pasta Aplicações.

## Instalar com o Apple Remote Desktop

You can copy the DMG on all computers with the "Copy" feature of ARD. Then, install MuseScore with a couple Unix commands sent from the "Unix" feature of ARD.

```
hdiutil mount <Path to where you copied .dmg>/MuseScore-2.0.3.dmg
cp "/Volumes/MuseScore-2.0.3/MuseScore 2.app" /Applications
hdiutil unmount /Volumes/MuseScore-2.0.3
rm -rf <Path to where you copied .dmg>/MuseScore-2.0.3.dmg
```



If you want to deploy a PKG, you can make one with pkgbuild or with <https://github.com/scriptingosx/quickpkg>.

## Links externos

- [How to change the language in MuseScore](#)

Do you have an unanswered question? [Post it in the forum](#)

## Install on Linux

This translation is outdated, see the English version for a reference: [Install on Linux](#)

With MuseScore 2.0.3 you can, for the first time, get hold of a copy for Linux straight from the [Downloads page](#), just like Windows and Mac users. This is possible thanks to the [AppImage](#) packaging format, which runs on pretty much all Linux distributions. If you prefer, there is still the option to get it the traditional way via your [distribution's package manager](#) (but you may have to wait for it to get packaged by the relevant maintainer). Of course, you can always [build from source](#).

## AppImage

The [AppImage format](#) is a new way of packaging Linux applications. AppImages are portable - they don't have to be installed - and they run on pretty much any Linux distribution. Dependencies are included in the one AppImage file.

### Step 1 - Download

Before you download an AppImage, you need to know your processor's architecture. These terminal commands will show it:

```
arch
```

or

```
uname -m
```

The output will be something like "i686", "x86\_64" or "armv7":

- i686 (or similar) - 32 bit Intel/AMD processor. (Found on older machines.)
- x86\_64 (or similar) - 64 bit Intel/AMD processor. (Modern laptop and desktop computers, most Chromebooks.)
- armv7 (or later) - ARM processor. (Phones & tablets, Raspberry Pi 2/3 running Ubuntu Mate, some Chromebooks. Usually 32 bit at present.)

Now you can head over to the [Download page](#) and find the AppImage that best matches your architecture. Once downloaded, the file will be named "MuseScore-X.Y.Z-\$(arch).AppImage".

### Step 2 - Give execute permission

Before you can use the AppImage you need to give permission for it to be run as a program.

#### From the Terminal:

This command gives the user (u) permission to execute (x) the AppImage. It works on all Linux systems.

```
cd ~/Downloads
chmod u+x MuseScore*.AppImage
```

Note: Use the "cd" command to change directory to wherever you saved the AppImage.

## From a File Manager:

If you prefer to avoid the command line, there is usually a way give execute permission from inside a File Manager.

In GNOME Files (Nautilus), simply:

1. Right-click on the AppImage and select "Properties".
2. Open the "Permissions" tab.
3. Enable the option labelled "Allow executing file as a program".

The process may be slightly different in other file managers.

### Step 3 - Run it!

Now you should be able to run the program simply by double-clicking on it!

When you downloaded the AppImage it was probably saved in your Downloads folder, but you can move somewhere else it at any time (e.g. you could put it on your desktop for easy access). If you ever want to remove it then simply delete it.

### Installing the AppImage (optional)

You can run the AppImage without installing it, but you must install it if you want it to be completely integrated with your desktop environment. This has the following benefits:

- Adds the AppImage to your Applications Menu or Launcher
- Sets the correct icons for MuseScore's files (MSCZ, MSCX) and for MusicXML files (MXL, XML)
- Makes the AppImage available via your File Manager's right-click "Open with..." menu

To install it, run the AppImage from the Terminal with the "install" option (see immediately below). This copies a desktop file and various icons to your computer. If you want to remove them you will need to run the "remove" option before you delete the AppImage. This does not affect any scores created with any version of MuseScore.

### Using command line options

Running the AppImage from the Terminal allows you to use various command line options. The AppImage has some special options in addition to MuseScore's normal command line options.

You will need to change directory (cd) to wherever the AppImage is saved your system, for example:

```
cd ~/Desktop
./MuseScore*.AppImage *option*
```

Or give the path to the AppImage:

```
~/desktop/MuseScore*.AppImage *option*
```

Use the "--help" and "man" options to get more information about the available command line options:

```
./MuseScore*.AppImage --help # displays a complete list of command line options
./MuseScore*.AppImage man    # displays the manual page (explains what the options do)
```

## Distribution Packages

### Fedora

1. Import the GPG key:

```
su
rpm --import http://prereleases.musescore.org/linux/Fedora/RPM-GPG-KEY-Seve
```

2. Go to the [download](#) page of the MuseScore website. Click on the link for the stable Fedora download and choose the correct rpm package for your architecture.
3. Depending on your architecture, use one of the two sets of commands to install MuseScore

- for arch i386

```
su
yum localinstall musescore-X.Y-1.fc10.i386.rpm
```

- for arch x86\_64

```
su
yum localinstall musescore-X.Y-1.fc10.x86_64.rpm
```

If you have difficulty with sound, see [Fedora 11 and sound](#)

### External links

- [How to run the MuseScore Applmage on Linux](#)- video
- [How to change the language in MuseScore](#)

Do you have an unanswered question? [Post it in the forum](#).

### Install on Chromebook

This translation is outdated, see the English version for a reference: [Install on Chromebook](#)

MuseScore will not work natively on Chrome OS but there are some workaround solutions.

1. [Via Crouton](#): Involves installing a Linux based operating system which runs in parallel with Chrome OS, and then installing MuseScore on Linux.
2. [Via software-on-demand service such as Rollapp](#): By just visiting this website, you can run MuseScore in the browser, but you can only start scores from scratch and only save them to your online MuseScore account through the menu `File` → `Save Online...`, and sound and playback does not work.

### External links

- [How to run MuseScore on a Chromebook](#)
- [Check the installation procedure from the comments in this thread](#)
- [How to change the language in MuseScore](#)

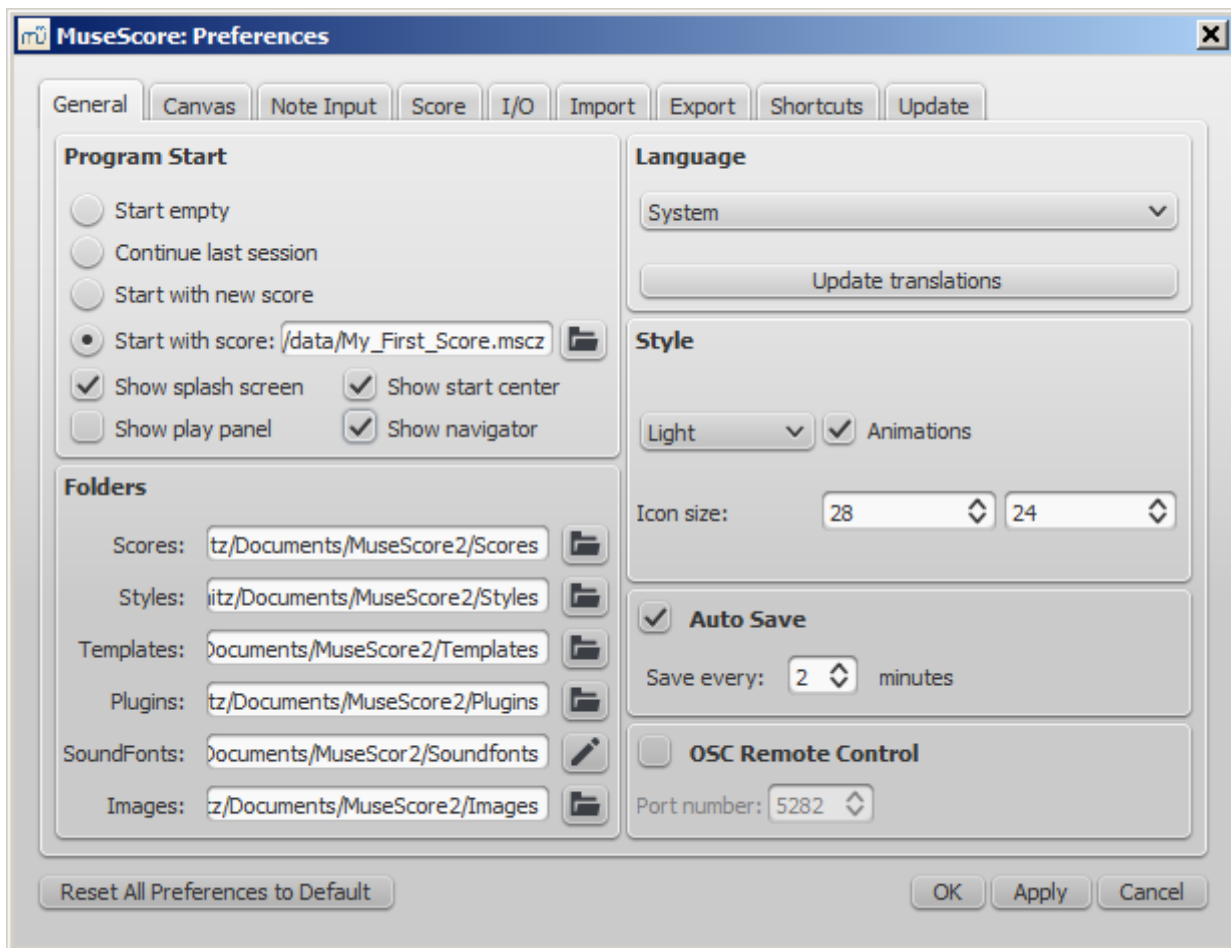
Do you have an unanswered question? [Post it in the forum](#).

### Configurações de idioma e atualização da tradução

O MuseScore será instalado e funcionará com o idioma do "Sistema" (aquele utilizado pela maioria dos programas, e depende geralmente do seu país e das configurações de idioma do PC, ou conta).

### Mudar o idioma

1. Vá para `Edit` → `Preferences...` (**Mac**: `MuseScore` → `Preferences...`)
2. Na aba `General`, há uma seção `Language`:



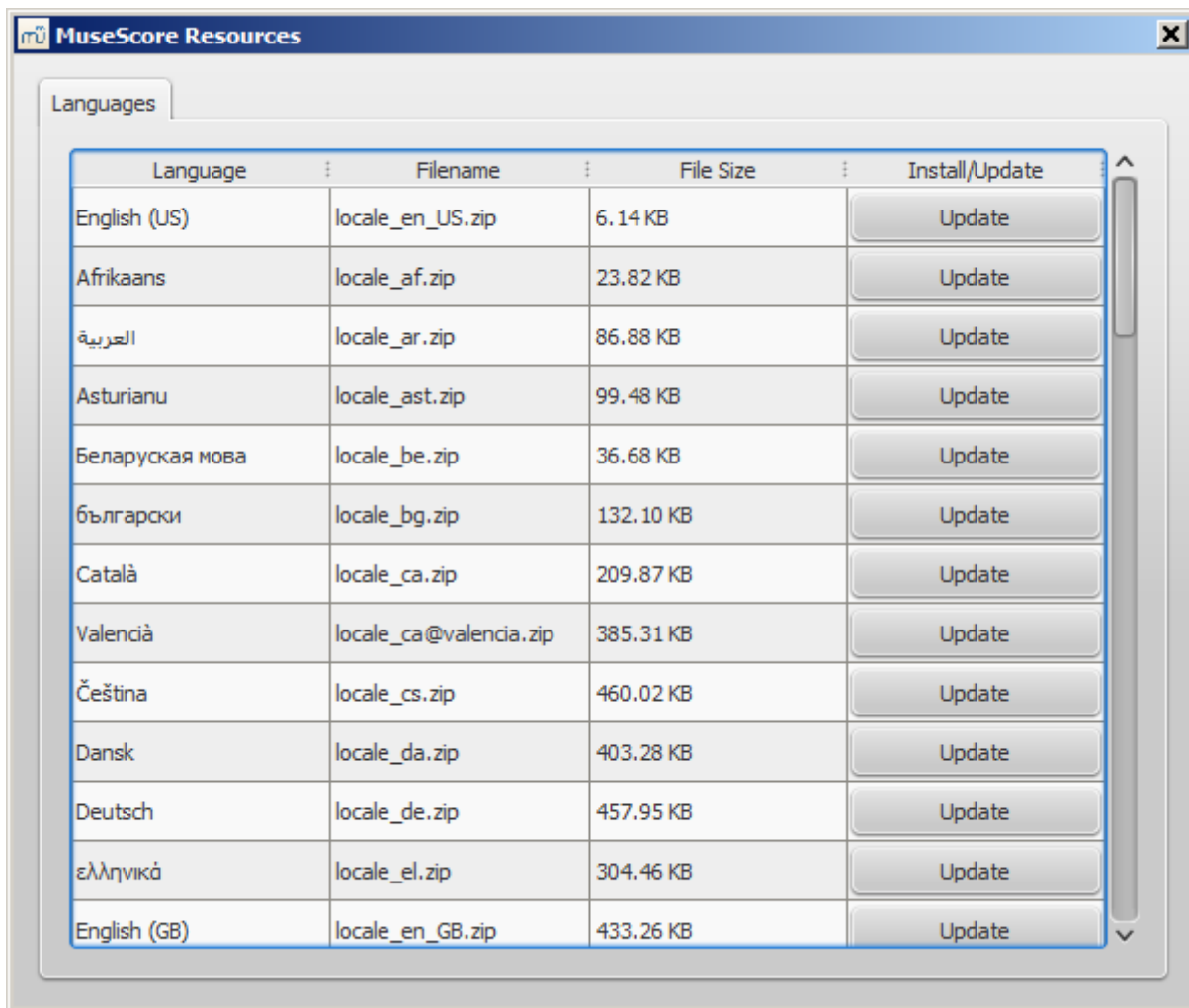
Você pode alterá-la e também atualizar a tradução com o botão `Update Translations`. Uma nova janela aparecerá, mostrando seu idioma acima - veja [abaixo](#).

Como indicado, você terá que fechar e abrir o MuseScore para que as mudanças e atualizações tenham efeito.

### Atualizar tradução

Você pode atualizar a tradução como explicado acima, via configuração das preferências, mas há um outro método:

1. Vá para `Help` → `Resource Manager`
2. Clique no botão `Update`



Aqui você também terá que fechar e abrir o MuseScore para que a atualização tenha efeito.

### Veja também

- [Helping and improve translation](#)

### Links externos

- [How to change the language in MuseScore](#)

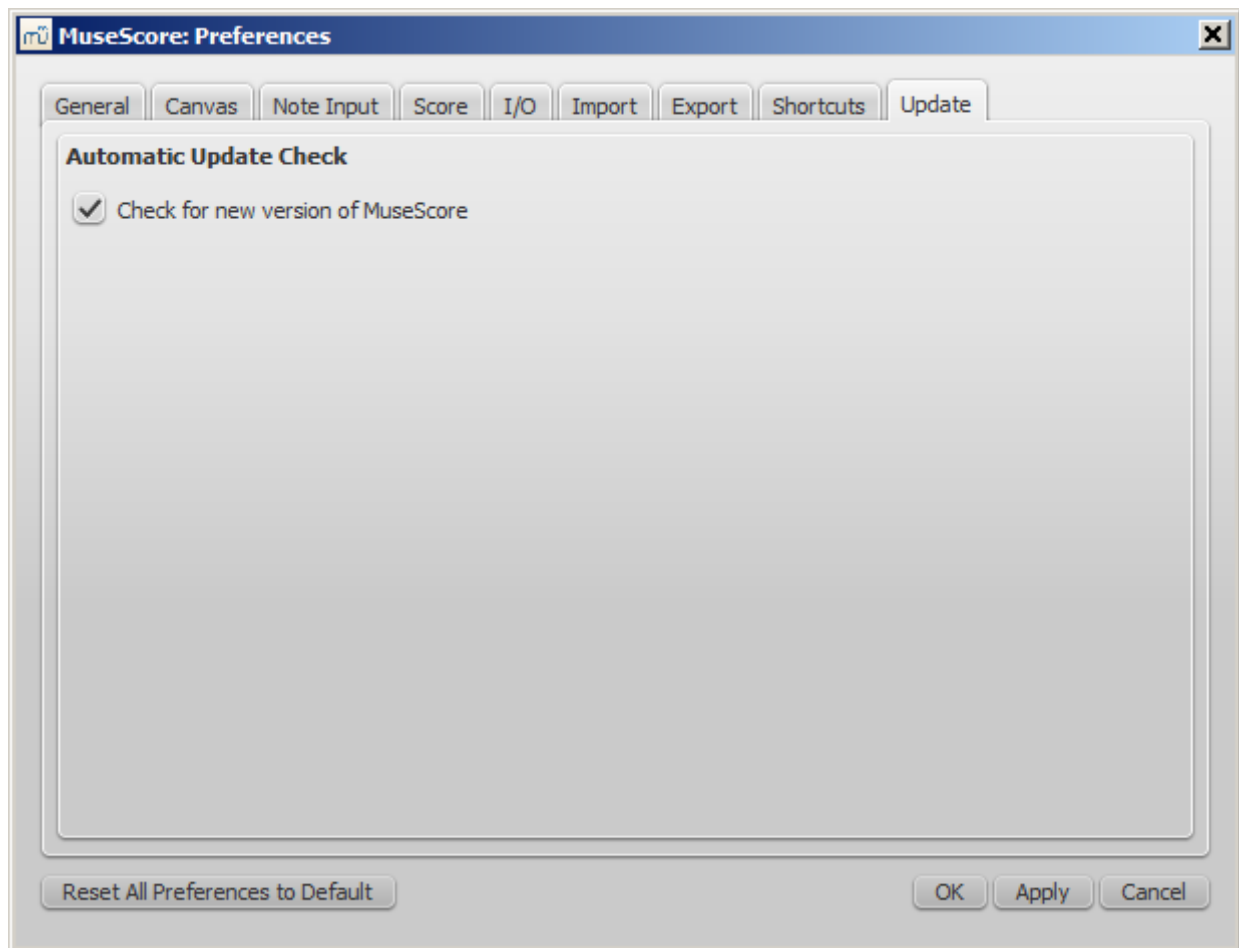
Do you have an unanswered question? [Post it in the forum.](#)

## Verificando atualizações

Há duas maneiras de verificar novas atualizações.

### Checar atualizações automaticamente

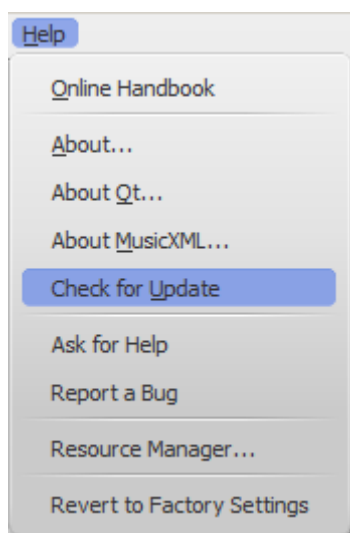
1. Vá em **Edit** → **Preferences...** (Mac: **MuseScore** → **Preferences...**)
2. Selecione a aba **Update**
3. Verificar atualização...



Now MuseScore will check for updates on every start and notify you, if need be.

## Check for update

1. Select **Help** → **Check for Update**



2. A dialog will appear with the update status: either "No Update Available" or "An update for MuseScore is available:" followed by a link to download it.

**Note:** This menu option is only available in the Mac and Windows versions of MuseScore, as those can be updated directly from MuseScore.org. Linux distributions have different mechanisms to make updates available.

## See also

- [Preferences: Updates](#)

Do you have an unanswered question? [Post it in the forum](#).

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