G7

Demo User guide

Edition 2.7
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Demo User Guide written and typeset by Daniel Spreadbury.

See the **About G7** dialog for full G7 credits.

Contents

Introduction

Thank you for trying G7. Over the next few pages we'll tell you what G7 can do for you and how to use this User Guide.

What can G7 do for me?

G7 is the first tab and notation software designed specifically with guitarists and songwriters in mind. It's easy to use and so fast to learn that it'll change the way you play and write music.

If you're a guitarist, you can create tab or notation instantly using the on-screen fretboard display, or by playing your MIDI keyboard or guitar directly into the computer using G7's Flexi-time feature. G7 also loads ASCII tab and MIDI files. You can even scan in notation and turn it into tab so that you can play it, and the on-screen fretboard will show you how to finger the music as it plays back.

If you're a songwriter, you'll quickly be able to write out songs, add chords, generate accompaniments, hear them play back, and then print them out at publication quality, post them on the Internet, or send them to your friends in MIDI or ASCII tab format.

If you're a teacher, you can create educational materials incorporating pictures and colored notes, or show your students how to play particular pieces using G7's expressive playback and on-screen fretboard.

Whether you're writing for solo guitar or a rock band, G7 will help you produce the results you want quicker and easier than ever before. With comprehensive support for fretted instruments from guitar to sitar, from dulcimer to dobro, the only limit is your imagination.

Restrictions of the demo version

This demo version is identical to the full G7 program, except that:

- saving, exporting and Internet publishing are disabled
- you cannot submit your music for publication on G7Music.net
- you cannot scan printed sheet music using Neuratron PhotoScore Lite
- you can only print a single page (which is watermarked)
- the Guitar Guide, an interactive resource describing different types of guitars, playing techniques and musical styles, is omitted
- most of the 20+ high-quality textures for changing the appearance of the paper and desk in the main editing window are not included
- some example scores, manuscript papers (templates) and the full on-screen help are omitted.

To find out more about what G7 can do, watch the video tutorials and read the comprehensive feature list at **www.G7info.com**.

About this User Guide

This User Guide isn't a comprehensive guide to using the G7 demo; it's designed to introduce you to the basic operations of the program. The full version of G7 is accompanied by a 200-page printed manual and extensive on-screen help.

Typography in this User Guide

- Names of computer keys, menus and dialogs are written **like this**.

- Items in menus and sub-menus are denoted with ▸, so 'choose **File** ▸ **Open**' means 'choose **Open** from the **File** menu'.

Basic terminology in this User Guide

If you know how to point and click with your mouse, you probably know enough about using computers to use G7. Here are some computer terms used in this User Guide:

- G7 is almost identical on Windows and Mac, but where there are differences, mainly in keyboard shortcuts, the Windows convention is listed first, e.g. 'Type **Ctrl**+**A** *or* ⌘**A**' means hold down the **Ctrl** (Windows) or ⌘ (Mac) key and type **A**. (Even though A is written as a capital letter, don't type **Shift** unless explicitly told to do so.)

- Similarly, '**Alt**+click *or* ⌥-click' means hold down the **Alt** (Windows) or ⌥ (Mac) key and click.

- On Windows, to 'click' something means to move the mouse arrow over it and click the *left* mouse button. To 'right-click' something means to point at it with the mouse and click the right mouse button.

- To 'drag' something means to point at it with the mouse, and then click *and hold* the left mouse button (or the only mouse button on Mac) while moving the mouse. To finish dragging, just let go of the mouse button.

- A 'dialog' is a window that asks you for information, with buttons for you to click when you've finished. Most dialogs are accessed by choosing menu items with the mouse, or by typing the appropriate keyboard shortcut.

- The 'numeric keypad' is the rectangle of numbers and other characters at the very right-hand side of your computer keyboard (unless you have a laptop computer; laptops don't usually have a separate numeric keypad.)

- '**Return**' is the large key to the right of the letter keys. On some keyboards it is labeled with '**Enter**' or a special arrow symbol, but we always call it **Return**.

- '**Enter**' is the large key at the bottom right of the numeric keypad. On some keyboards it is unlabeled, but it still means **Enter**.

- Some keys are labeled differently on different keyboards. We'll use the standard symbols for these keys on Mac, but here are the corresponding names which may appear on your keyboard:

Mac symbol	*Mac name*	*Windows equivalent*
⌘	**Command**	**Ctrl** ('Control')
⇧	**Shift**	**Shift**
⌥	**Option**	**Alt**
↵	**Return**	**Return** (on main keyboard)
⌅	**Enter**	**Enter** (on numeric keypad)

Further information

G7info.com

The G7 website, **www.G7info.com**, contains additional information about G7, including video demonstrations of key features of the software, plus reviews and details of who's using G7. You can also get basic technical help information by searching the online Help Center.

Buying G7

For information about buying G7, click the toolbar button shown on the left, contact your local Sibelius dealer, see **www.g7info.com**, or contact:

* *North, Central & South America:* 888-474-2354 toll-free, email: **USA@G7info.com**. For technical problems, see overleaf.
* *UK:* freephone 0800 458 3111 (+44 20 7561 7999 from outside the UK), email: **UK@G7info.com**. For technical problems, see overleaf.
* *Australia:* 08 82 771 722, email: **support@intelliware.com.au**
* *Austria:* 01 667 4539, email: **info@weiss-kadlec.at**
* *Belgium, Netherlands, Luxembourg:* 09 348 5508 (0032 9 348 5508 from outside Belgium), email: **info@muselec.be**
* *Czech Republic & Slovakia:* 0501 454 769, email: **tomas@disk.cz**
* *Denmark:* 0 86 190 899, email: **ss@newmusik.dk**
* *Finland:* 09 25 86 34 40, email: **info@carbonmusic.fi**
* *Germany:* 030 789 07990 email: **vertrieb@m3c-berlin.de**
* *Greece:* 01 228 2160, email: **athanasiadis@nakas.gr** or **kostas-chr@nakas.gr**
* *Hungary:* 1 467 3310 / 1 469 0699, email: **midisoft@mail.datanet.hu**
* *Iceland:* 0354 552 1185, email: **tonastodin@tonastodin.is**
* *Ireland:* 01 453 1233, email: **source@indigo.ie**
* *Italy:* 06 3036 3456, email: **info@midiware.com**
* *New Zealand:* 09 810-8960, email: **dave@computermusic.co.nz**
* *Norway:* tel: 02 335 3180, fax: 02 335 3189
* *Poland:* 048 22 646 9708, email: **piotr@mbspro.com.pl**
* *Singapore & Malaysia:* tel: 65 674 93656, email: **gmmrkc@pacific.net.sg**
* *South Africa:* 011 792 8402, email: **hohner@hot.co.za**
* *South Korea:* 02 763 5680, email: **midiland@uriel.net**
* *Sweden:* tel: 08 587 915 00, fax: 08 587 915 99
* *Switzerland:* 032 322 5274, email: **bonjour@giant.ch**
* *Other countries:* +44 20 7561 7999, email: **ROW@G7info.com**

Technical problems

If you have any technical problems running the G7 demo, please first try searching the Help Center at **www.G7info.com**. If you are unable to find a solution to your problem, please contact:

- *North, Central & South America:* 1-888-280-9995 toll-free (outside of the USA phone 1-925-280-0600) Monday to Friday 7am–4pm PST (except holidays), email: **G7helpUSA@sibelius.com**

- *United Kingdom:* 020 7561 7997, Monday to Friday 10am–5pm, email: **G7helpUK@sibelius.com**

- *Other countries:* contact the appropriate distributor for your country in the first instance (see previous page).

Running for the first time

Having successfully installed the G7 demo, now run the software for the first time:

- On Windows, choose **Start** ▸ **Programs** ▸ **Sibelius Software** ▸ **G7 Demo**.
- On Mac, navigate to the **G7 Demo** folder inside the **Applications** folder on your hard disk, and double-click the **G7** icon.

Splash screen

A pretty G7 graphic appears for a few seconds, accompanied by a brief musical excerpt. (Should you want to silence this music at a later date, switch off **Play music at start** in the **File** ▸ **Preferences** dialog; this dialog is in the **G7 Demo** menu on Mac OS X.)

The Devices dialog

Next, a big dialog called **Devices** appears:
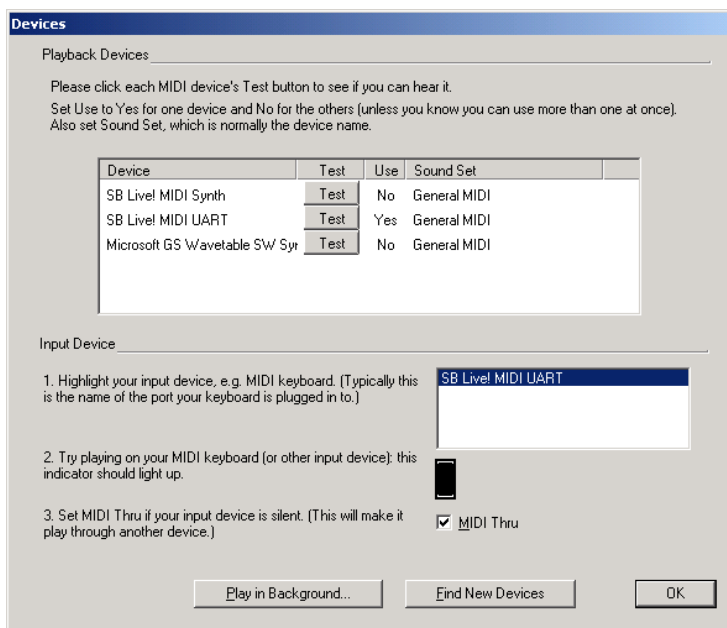
The top half of the dialog, labeled **Playback Devices**, lists any playback devices you have.

- There may well be two or more things listed – such as an internal soundcard and an external MIDI device. External MIDI devices are normally referred to by the port, and include the words 'MIDI Out'.
- Click **Test** on each device listed to see how it sounds. You may get no sound if the device is not properly connected, e.g. if your speakers are not connected to your soundcard or are not switched on.
- If more than one device is listed, you probably just want to play back through the best-sounding one of them. To do this, click in the **Use** column on the *other* devices, to turn them to **No**.

- On Mac, you may see only one device (**QuickTime Music**) listed the first time you run G7. If you don't have any external MIDI devices, this is fine – but if you do have external devices, you should click the **Change** button in the dialog to choose either **Mac OS X MIDI** (on Mac OS X), or **OMS** or **FreeMIDI** (on Mac OS 9).

The bottom half of the dialog, labeled **Input Devices**, lists any MIDI input devices you have – i.e. a MIDI keyboard or MIDI guitar.

- In the event that you have two or more input devices, you can select the one you want to use in the small panel on the right of the dialog
- Switch on **MIDI Thru** if and only if you have a keyboard with no built-in sounds – this will make G7 play back notes played on your keyboard using your soundcard or other playback device
- There is a useful indicator which lights up green when you play on a MIDI keyboard or MIDI guitar. Use this to check that your keyboard or guitar is plugged in correctly.

Now click **OK**. If you need to change any of these settings again in the future, you can find this dialog again by choosing **Play ▸ Devices** from G7's menus.

Quick Start
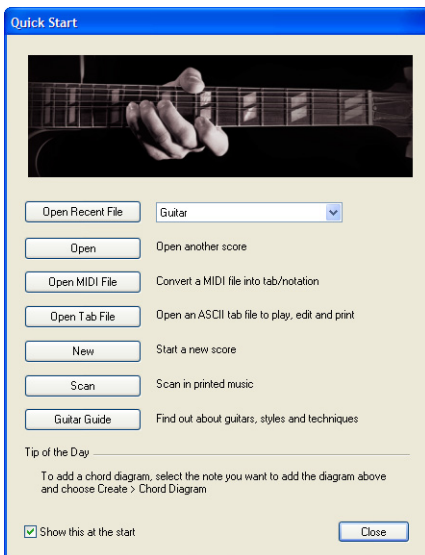
The next (and final) thing that appears is the Quick Start dialog.

This useful dialog allows you to open any of the last five songs you were working on, or to start working with a new score in a variety of ways, e.g. by importing a MIDI or ASCII tab file, or by scanning some printed sheet music.

At the bottom of the dialog is the Tip of the Day, which hopefully tells you something useful you didn't know already.

If this sort of thing annoys you, switch off **Show this at the start**, and G7 won't display the Quick Start dialog the next time you start the program. (Should you decide that you do want this dialog to appear when you start G7 after all, choose **File ▸ Quick Start**, and switch **Show this at the start** back on.)

Finding your way around

Opening a score

To introduce you to the look and feel of G7, let's open one of the supplied example scores (this is the word we use to refer generically to files you create in G7).

Click the **Open** button on the toolbar (shown on the left), or choose **File ▸ Open** (shortcut **Ctrl+O** *or* **⌘O**). In the dialog that appears, open the **Example Scores** folder (inside the **Scores** folder), select one of the scores, then click **Open**.

(On Mac, the **Scores** folder is inside the **G7 Demo** program folder; on Windows, the **Scores** folder is inside your **My Documents** folder.)

When you've opened the score, the music appears, looking somewhat like this:
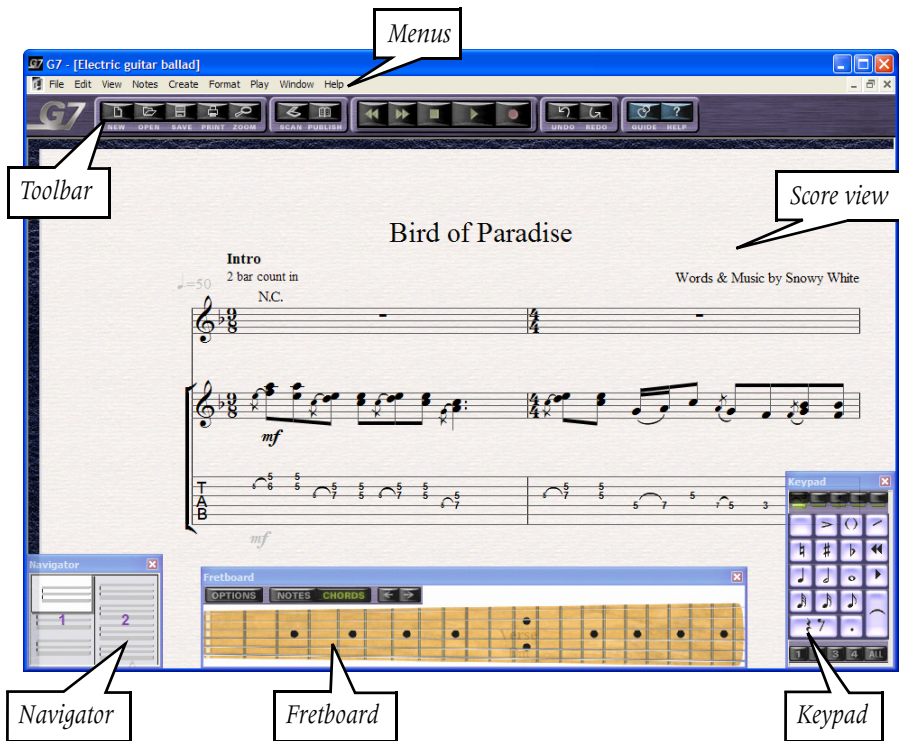
Let's just take a moment or two to explore the display.

Score view

The bulk of the screen is taken up with the music itself. G7 is completely WYSIWYG (What You See Is What You Get) – in other words, when you print your score, it will look exactly the same as it does on the screen. You can think of the screen as a virtual desk, with all the pages of your score laid out side by side.

To move around, you can use the navigator (see below), or you can simply click on a blank part of the virtual paper and drag the view to where you want it to be. You can also use the **Page Up** and **Page Down** keys (⤒ and ⤓ on Mac) to move the display up and down a screenful at a time, and the **Home** and **End** keys (⤒ and ⤓ on Mac) to move left and right a screenful at a time. Give it a try.

You can also zoom in to get a closer look at the music, or zoom out to get a view of the whole page, or even see more than one page at once. To zoom, click the **Zoom** button on the toolbar (shown on the left).

The mouse pointer turns into a magnifying glass icon (which looks like ⚲), and you can then click the left mouse button to zoom in and the right mouse button to zoom out (on Mac, hold down ⌥ and click to zoom out). You can also click and drag the left mouse button to draw a box around a particular area you want to see more closely. To stop zooming, either click the **Zoom** button again or hit the **Esc** key (and we'll see as we go on that the **Esc** key is useful for stopping all kinds of operations).

For quicker zooming, you can use keyboard shortcuts to zoom in and out: hold down **Ctrl** on Windows *or* ⌘ on Mac, then type **+** and **–** to zoom in and out respectively. On Windows, if you have a wheel button on your mouse, you can alternatively hold down the **Ctrl** key and roll the wheel up and down to zoom in and out.

Hidden objects

As you look at the example scores, you may spot some objects drawn in light gray. These are hidden objects, which do not print out but are useful for e.g. achieving certain playback effects without changing the printed appearance of the score. If they bother you, choose **View ▸ Hidden Objects** to hide them (and choose the same menu item if you need to show them again later).

Navigator

In addition to simply being able to drag the virtual paper around your virtual desk, you can use the Navigator, which is the small window in the bottom left-hand corner of the screen.
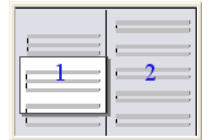
The Navigator shows you a very small version of your score. The white rectangle indicates the part of the score you can see in the main score view, and you can drag the rectangle around to move the view around in real time.

You can switch the Navigator on and off by choosing **Window ▸ Navigator** (shortcut **Ctrl+Alt+N** *or* ⌥⌘N).

Because the Navigator is so quick and easy to use, G7 doesn't use normal scroll bars by default, but if you find using scroll bars more comfortable, you can switch them on by choosing **View ▸ Scroll Bars**. If your mouse has a scroll wheel, the scroll wheel will only work if scroll bars are enabled. (You may also have to ensure you have the correct mouse driver software installed for the scroll wheel to work in G7.)
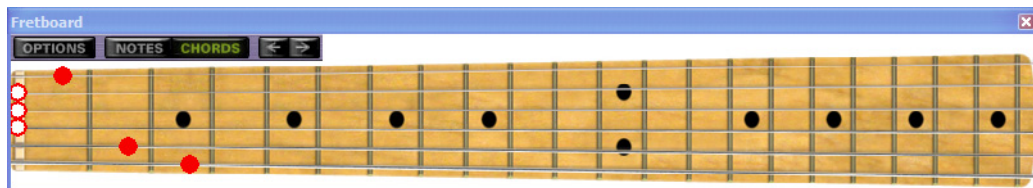
Fretboard

The on-screen Fretboard is just like having a virtual guitarist sitting in front of you, showing you how to play the music in your score. Because the Fretboard intelligently works out a sensible way

of fingering any music, you can use the fretboard to show you how to play anything in your score – even if it's not for guitar! For example, if you select a keyboard chord in the score, the Fretboard will show how to play it on guitar.

You can also use the Fretboard as an easy way to input notes and chords into your score.

And just for kicks, you can even choose between maple, rosewood and acoustic necks, or between standard 6-string guitar and 4- or 5-string bass!

You can also choose the size of the Fretboard display; by default the Fretboard opens at its smallest size, but you can make it larger. Click the **Options** button in the Fretboard window and then choose **Small**, **Medium** or **Large**.

We'll talk a lot more about the Fretboard later on. For now, you can hide and show the window by choosing **Window ▸ Fretboard** (shortcut **Ctrl+Alt+F** *or* ⌥⌘F).

Keypad

The Keypad is used for inputting and editing notes in your score. Its design corresponds to the numeric keypad at the right-hand side of your computer's keyboard (unless it's a laptop, which don't usually have room for a keypad). Typing one of the keys on your keyboard's numeric keypad is exactly the same as clicking on one of the on-screen buttons.

The five black buttons along the top of the keypad correspond to the five different pages – or 'layouts' – of the keypad. You can cycle through them by typing the + key on the numeric keypad, or by clicking the button marked ▸ on the on-screen keypad. You can also jump to a particular keypad layout using the keys **F8–F12** along the top of your keyboard.

All the most common musical symbols, including notes and accidentals (e.g. flat, sharp and natural signs, used to show that the pitch of a particular note is different from the expected pitch as determined by the key signature) are on the first two keypad layouts. The third keypad layout is used for changing the beaming of notes (although G7 beams notes automatically, so you won't normally need to use this layout). The fourth layout is for articulations (things like pauses, accents and harmonics), and the fifth layout is a collection of obscure accidentals (things like three-quarter sharp) which you'll probably never need, but you can sleep easy knowing they're all present and correct should the desire to write a score containing a quarter flat note ever take hold of you!

At the bottom of the keypad are buttons numbered **1–4**, with a fifth enigmatically labeled **All**, which determine which voice you're working in. Normally you won't ever need to use more than one voice, but if you're writing complex music (e.g. for classical guitar) you will sometimes need two (or possibly more) independent rhythms on the same staff, and this is where voices come in.

As with the Navigator and the Fretboard, you can toggle the Keypad on and off by choosing **Window ▸ Keypad** (shortcut **Ctrl+Alt+K** *or* ⌥⌘K).

Other windows

If you sneak a peek into the **Window** menu, you'll also see windows called **Mixer** and **Properties** listed there. Try switching on the Mixer, which looks like this:
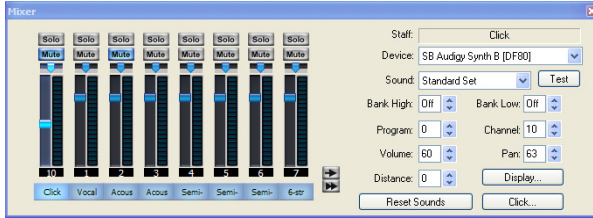
You can use the Mixer to change the playback of your score in real-time. Drag the faders up and down to change the volume, or choose a new sound from the **Sound** drop-down menu, and so on. You can switch the Mixer on and off by typing **Ctrl+Alt+M** *or* ⌥⌘M on your keyboard.

Now try choosing **Window ▸ Properties** (shortcut **Ctrl+Alt+P** *or* ⌥⌘P). Properties is a small floating palette that allows you to change various more advanced options, e.g. changing the font of some text, changing to a different guitar tuning on a tab staff, choosing a different notehead, and so on.
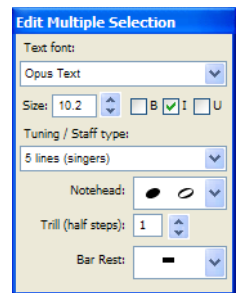
Toolbar

We've already used a couple of buttons on the toolbar, so you've probably figured it out by now. The toolbar offers you quick access to the most commonly-used functions of G7. The buttons are as follows:

- **New**, **Open**, **Save** and **Print** should be familiar to you from other programs on your computer
- **Zoom** allows you to zoom in and out – see **Score view** above for more details
- **Scan** lets you scan sheet music into G7, although this isn't possible in the demo version
- **Publish** transfers your score to our self-publishing web site G7music.net where it can be viewed, played back and printed by people all over the world; this, too, is disabled in the demo version
- The next five buttons are standard playback and recording controls, so they shouldn't seem particularly mysterious
- **Undo** and **Redo** are a kind of time machine, allowing you to undo things you've done to your score, or redo them again if you decide you were right all along
- In the full version of G7, **Guide** launches the interactive Guitar Guide, where you can learn all about the different kinds of guitars, hear examples of different styles of music, and find out both how to perform and write down special guitar techniques like hammer-ons, pull-offs, bends, slides and harmonics. The Guitar Guide is not included in the G7 demo.
- **Help** opens the on-screen help for G7, which is not included in the demo version.

Menus

You probably won't need to use G7's menus very often, as you can do most things in G7 in the obvious way – for example, to select something, just click it; to move it, just drag it around or use the arrow keys. However, lurking in the menus are some of the program's more advanced features.

We won't go through each menu in detail here. Instead, we'll just refer to particular menu items where appropriate. If you feel like poking around in the menus now, go right ahead – don't forget that you can undo just about everything you can do to your score simply by clicking the **Undo** button on the toolbar.

Customizing the display

If you're feeling adventurous, now might be the time to try customizing G7's display to suit your preferences. You can change the textures used for the virtual paper and desktop in the **View ▸ Textures** dialog, and even adjust the level of 'smoothing' to improve the appearance of the music on the screen in the **View ▸ Smoothing** dialog.
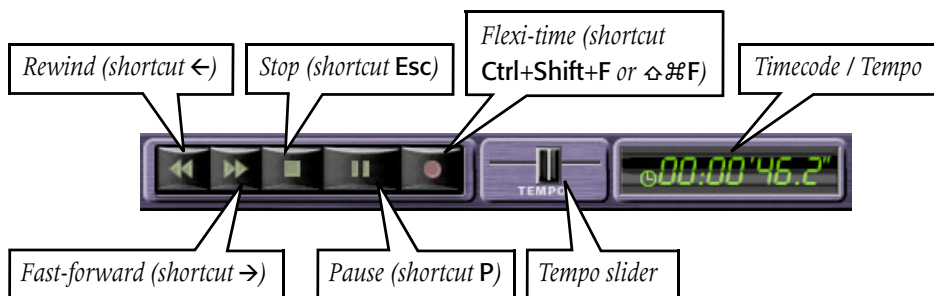
Playback

Now that we know our way around G7's windows, let's play back a score.

Click the **Play** button (shown on the left) or simply hit **P** to start playback. G7 automatically hides the Keypad (and Properties window, if it's open) and zooms in to show you as much music as possible. A blue line moves through the score as it plays back so you can follow your place easily.

Playback tools

During playback, the following controls appear:

Rewind (shortcut ←)   Stop (shortcut **Esc**)   Flexi-time (shortcut **Ctrl**+**Shift**+**F** *or* ⇧⌘**F**)   Timecode / Tempo

Fast-forward (shortcut →)   Pause (shortcut **P**)   Tempo slider

You can drag the tempo slider left and right to alter the speed of playback. As you do so, the timecode readout (which normally shows the elapsed time since the start of the score) displays the current speed of the score in beats per minute (BPM) until you release the slider again. When the slider is at its central position, G7 exactly follows any metronome marks or other tempo indications in the score.

When you've had enough of playback, hit **Esc**, or click the **Stop** button. If your computer or playback device isn't fast enough to cope with rewinding or fast-forwarding at high speed, it may occasionally leave a note hanging on when you stop, in which case choose **Play ▸ All Notes Off** (shortcut **Shift-O**).

Specifying what to play back

- If nothing is selected in your score, G7 will play back the full score from the beginning. To ensure nothing is selected, click on a blank part of the paper, or hit **Esc**.
- To play from a particular place in the score rather than the start, select a note before hitting **P**.
- You can also play any instrument on its own – click a blank part of a bar in the instrument so the bar is enclosed in a blue box, then hit **P**.
- You can even play any combination of instruments – simply click a blank part of a bar in one instrument, and **Ctrl**+click *or* ⌘-click in the other staves you want to play back. (They don't have to be adjacent.)

Fretboard

The on-screen fretboard is very useful during playback. If it's not visible, show it by choosing **Window ▸ Fretboard** (shortcut **Ctrl**+**Alt**+**F** *or* ⌥⌘**F**). Then click its **Setup** button. The **Setup** dialog

allows you to choose which staff's notes the Fretboard should display during playback, or whether it should just show you how to play any chord diagrams that are present instead.

By watching the fretboard during playback you can learn how to play difficult passages; don't forget that you can use the tempo slider on the toolbar to slow playback down so that you can see and hear what's going on more clearly.

Note that you can also step through the score one note or chord at a time to learn how to play particularly difficult passages. Click a note or chord in the staff you want to follow, then use the → and ← buttons on the Fretboard or the computer keyboard to move back and forth; as you move through the music, the Fretboard shows how to play each note or chord.

Performance

You'll notice that G7 doesn't just play back the notes in your score; it also accurately follows tempo markings, dynamics (e.g. *mf*), articulations (e.g. >), special notations such as slides, bends, trills and glissandos, and repeat structures such as D.C. al Coda. It does all of this with remarkable realism, thanks to a unique set of features accessible from the Play ▸ Performance dialog (shortcut Shift-P):

- *Espressivo*™, the Italian word for 'expressively', adds phrasing and expression just like a human performer would
- *Rubato*™ is the rhythmic counterpart to Espressivo, allowing G7 to subtly vary the tempo of your score to add greater expression
- *Rhythmic feel*™ allows you to choose the 'groove' for your score, e.g. G7 can play back using varying degrees of swing, or accent rhythms in pop, rock and reggae styles.

Live Playback

In real life, a musical performance rarely precisely matches what is notated in the score; there are all manner of nuances of tempo, dynamic and flexibility that cannot easily be reproduced even by smart features like Espressivo, Rubato and Rhythmic Feel. So if you provide G7 with an actual, human performance – either from real-time recording using Flexi-time or by importing a MIDI file – it will preserve it for you using Live Playback.

Live Playback allows G7 to create the cleanest, simplest notation possible, while still exactly recreating your Flexi-time performance or the subtleties of a well-sequenced MIDI file during playback. Ironically, it does this by storing exactly what you play, right down to the tiniest variations in velocity (how loud a note is), duration (how long you played it for) and rhythmic offset (how much it deviates from precisely where the beat is).

When Live Playback is switched on, G7 doesn't use features like Espressivo, Rubato and Rhythmic Feel. It also doesn't respond to written directions in the score such as dynamics. It literally plays back exactly what you played, or what the imported MIDI file sounded like to start with.

Live Playback is switched on by default. To switch it off or on again, simply choose Play ▸ Live Playback. Note that it's not possible to add Live Playback data to notes entered via the Fretboard, or using any of the other alphabetic or step-time input methods – Live Playback data is only created by Flexi-time input or by importing a MIDI file.

What G7 reads

Almost all of the notation in a score should play back correctly right away. G7 reads the following:

- Notes, chords, rests, accidentals, ties, grace notes
- Clefs, key signatures, time signatures
- Instrument names – these determine the sounds used, which you can change if you like using the Mixer
- Standard articulations, e.g. accent, staccato, marcato, etc.
- Tremolos
- Text specifying dynamics such as ***pp***, *loud*
- Metronome marks such as ♩ = 108
- Repeats, including 1st and 2nd endings (1st-/2nd-time bars) and D.S./D.C. al Fine/Coda
- Lines such as slurs, trills, octave (*8va*) lines, pedaling, rit./accel., gliss. and hairpins
- Guitar notations such as bends and slides
- Noteheads used in drums and percussion
- Hidden objects, e.g. hidden metronome marks, notes or dynamics.

Note that some of these are ignored when **Play ▸ Live Playback** is switched on, as it is by default – see **Live Playback** above.

Mixer

You can use the Mixer window to adjust the sounds used by your score during playback.

Starting a new score

Let's start our first score in G7 and get used to some of the basic editing and inputting operations of the program.

New score wizard

When you click the **New** button on the toolbar (or in the Quick Start dialog), a helpful wizard appears. (A wizard is a special kind of dialog that leads you through a multi-stage process.) G7's new score wizard has five pages, which are as follows:

- Choose the instruments from a list of pre-defined manuscript papers or create your own instrumentation, and choose the page size and orientation;
- Decide the appearance of the score, e.g. whether to use a traditional or handwritten music design;
- Set the time signature and tempo of your score;
- Set the key signature of your score;
- Finally, give your score a title, enter the composer/songwriter name, and so on.

You move between the pages by clicking the **Next** and **Previous** buttons, but you can exit the wizard at any stage by clicking **Finish** to create a score with whatever settings you've already chosen (and if you want to exit the wizard without creating a score at all, just click **Cancel**). You can easily change any of these settings later on without using the wizard, so don't feel that you need to know exactly what you're going to write before you even get started.

The first page of the wizard looks like this:
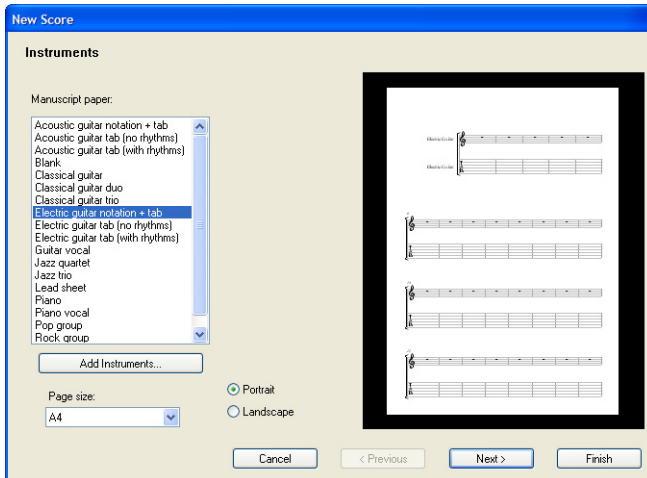
The list on the left contains some predefined manuscript papers; if none of these are for exactly the right instruments, you can start with the **Blank** manuscript paper and pick your own instruments, or start with another manuscript paper and add or remove instruments from it. In either case, you

add or remove instruments by clicking the **Add Instruments** button. This shows the following dialog:
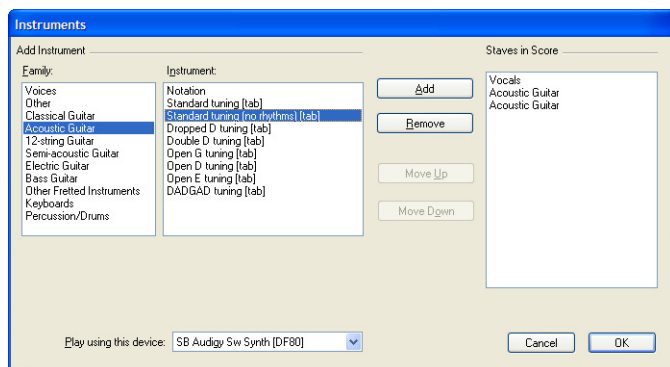
The available instruments are grouped in families. Choose the family in the left-hand list to see the instruments in that family in the middle list; to add an instrument to your score, choose it from the middle list, and click **Add**. The new instrument will then appear in the right-hand list, with a **+** sign in front of it to show you that it is new. The right-hand list is in the order of the staves in the score. When you add a new instrument to your score, you can change its position in the vertical order of staves by clicking the **Move Up** and **Move Down** buttons (note, however, that you can not change the order of a staff after it has been created, i.e. if it doesn't have a **+** sign in front of its name.)

Note that you can use up to 16 staves in your score (this means that you could have, say, eight pianos, since each piano uses two staves).

To remove an instrument, select it in the right-hand list and click the **Remove** button.

Once you're satisfied with your choice of instruments, click **OK** to close the **Instruments** dialog, and click **Next** to move on to the next page of the wizard (you could also click **Finish** at this point if you're happy with your score now).

The second page of the wizard allows you to choose the overall appearance or 'house style' of your score, and change the fonts it uses. Choose from the following house styles:

- **Standard** uses the traditional engraved Opus font, like in printed sheet music
- **Handwritten** makes your score look as if it were handwritten with an ink pen
- **Keyboard** is like **Standard** but with some extra settings specifically for keyboard music
- **Lead sheet** is like **Standard** but with some extra settings specifically for lead sheets, such as 'winged' repeats to make them more visible
- **Keyboard handwritten** and **Lead sheet handwritten** are like **Keyboard** and **Lead sheet**, but with a handwritten look.

If in doubt, just leave it at **Unchanged**.

You can also change the text font used by your score: all text (such as title, composer, instrument names, technique markings, tempo indications etc.) will use the font chosen here by default,

although you can easily change it on a case-by-case basis later on using the Properties window. Again, if in doubt leave the text font at **Unchanged**.

The third page of the wizard allows you to choose a time signature, set a pick-up (upbeat) bar, and a tempo marking and/or metronome mark to set the speed of your score.

The fourth page allows you to set the key for your score (only relevant if you have notation staves).

The fifth page allows you to enter some basic text, such as the title of the score, the name of the composer/songwriter, the name of the lyricist, and some copyright information. This text is added to the first page of your score.

Your first score

Let's pay a little homage to a world-famous rock band and arrange the first few bars of U2's *With Or Without You* using G7.

- Click the **New** button on the toolbar or choose **File ▸ New**
- Choose the **Rock group** template from the list on the first page, and click **Next**
- We don't need to change any of the house style settings on the second page, so click **Next** again
- Choose a 4/4 time signature; we don't need a pick-up (upbeat) bar, but we do want a metronome mark, so switch on **Add metronome mark** and set it to ♩ = 105. Click **Next** when you've done all this.
- This song is in D major, so choose that key signature on the next page, and click **Next**
- On the final page of the wizard, enter **With Or Without You** as the title, and **U2** as the composer/songwriter, then click **Finish**.

You should now see something like this:
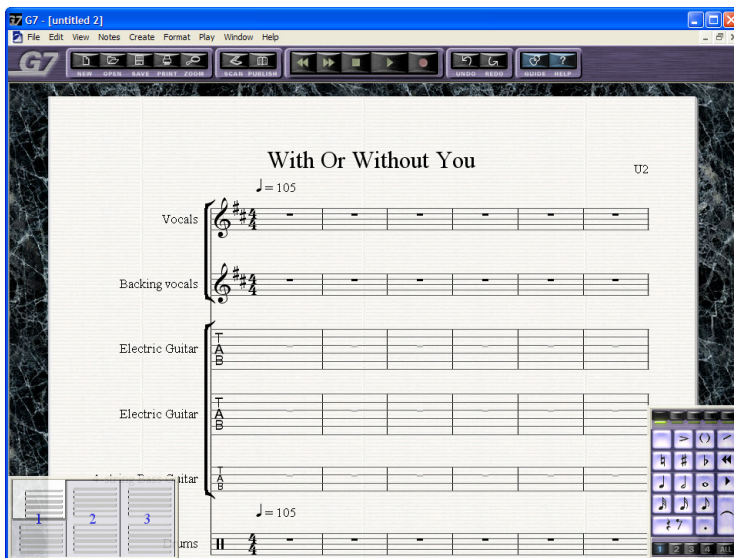
Now we need to actually input some music. Read on!

Tab input

You should now have your empty rock group score up on the screen, just waiting for inspiration to strike. But before it does...

Ways of inputting notes

There are six main ways of inputting notes in G7:

- Mouse input using the on-screen Keypad and Fretboard windows
- Real-time recording from a MIDI keyboard or MIDI guitar, known as Flexi-time™
- Step-time input from a MIDI keyboard or MIDI guitar
- Alphabetic input, using just the computer's keyboard
- Importing files from other programs, such as MIDI files or ASCII tab files
- Scanning printed sheet music using PhotoScore Lite.

Over the next few pages we'll try out some of the above methods, beginning with mouse input.

Mouse input

Let's start with the rhythm guitar part to *With Or Without You*, which goes roughly like this:
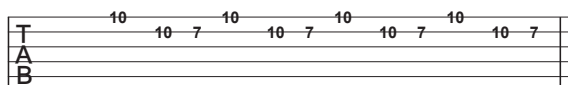
We'll input this onto the top Electric Guitar tab staff in our new score using the mouse:

- Switch on the Fretboard window (if it's not already visible) by choosing **Window ▸ Fretboard**. Make sure the Fretboard is in Notes mode (click the **Notes** button on the Fretboard window), as we'll be inputting notes rather than chords.

- Click the eighth note (quaver) button on the Keypad (🎵), or hit **3** on your keyboard's numeric keypad. The mouse pointer goes blue – this tells us that it's 'loaded' with a note and ready to be clicked into the score.

- Click on the tenth fret of the top string on the fretboard; this creates a D on the top string of the tab staff. (Notice how the caret automatically advances to the next rhythmic position in the bar; if you wanted to build a chord using the Fretboard instead, you would have to switch it to **Chords** mode by clicking the appropriate button.)

- Now we need two 16th notes (semiquavers), so click the appropriate button on the Keypad (🎵), or hit **2** on your numeric keypad. Again, the mouse pointer goes blue.

- Click on the tenth fret on the second string down on the fretboard; this creates an A on the second string of the top staff.

- Now click at the seventh fret from the left on the second string down from the top: G7 correctly notates the note at fret seven.

  (Incidentally, you can also input notes by clicking directly on the staff rather than on the Fretboard display. As you move the mouse pointer over the staff, a gray 'shadow note' is drawn, showing you where the note will be created when you click. When you click on a tab staff to

input a note, G7 creates an open string, then type the fret numbers you want using the numbers along the top of the main keyboard, e.g. for the tenth fret, just type **10**.)

- Now hit **Esc** to stop inputting; **Esc** clears the Keypad, and if you hit **Esc** again, any selection in the score will also be cleared.

- This little three-note riff is repeated pretty much throughout the song, so now we can copy it. Click the first note on the top string; it goes blue. Hold down **Shift** and click on the third note; all three notes are surrounded by a single blue box, like this:
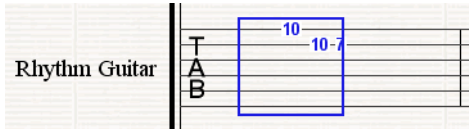

- Now hit the **R** key. This is the shortcut for **Edit ▸ Repeat**, one of the quick ways of copying things in G7. Each time you hit **R**, another copy of your three note riff is added after the last one. Hit **R** three times to complete the first bar.

- Now you've got a bar full of the riff, you can select an entire bar's worth and repeat that all in one go – give it a try! We need at least eight bars of this riff, so make lots of copies by selecting the whole bar (by clicking on a blank bit of the staff, so that the bar is surrounded by a single blue box) and hitting **R**.

Flexi-time™ input

If you don't have a MIDI keyboard or guitar, skip on to **Tab input using the computer keyboard or step-time** below.

Let's input the bass guitar part in real time using G7's Flexi-time input method. The bass line is very simple, and goes something like this:
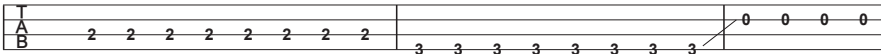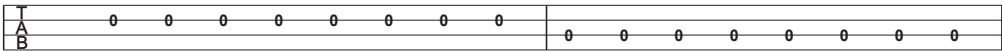
- Select the fifth bar of the Bass Guitar tab staff (where the bass line starts), by clicking a blank part of the bar, then click the Record button on the toolbar (or type **Ctrl**+**Shift**+**F** *or* ⇧⌘**F**).

- Now get ready! You'll hear one bar of clicks as an introduction, and then you're recording.

- Play the bass line on your MIDI keyboard or MIDI guitar, keeping it nice and even. Don't try to play the slide up from the G at the end of the bass line where it loops around – we can add that later on using a line from the **Create ▸ Line** dialog if we want to.

- You may notice that the music appears on the score about one bar later than you played it; this is because G7 has to work out exactly what you played before it can notate it accurately. It's probably less confusing if you don't look too closely at the screen as you input – just play in time with the click.

- Record as many copies of the bass line as you want; you can use the **R** key (see above) to make further copies later.

- When you've finished, hit **Esc** to stop recording.

If the recording was a complete disaster, click **Undo** on the toolbar (shortcut **Ctrl+Z** *or* **⌘Z**) to get your score back to how it was before you made a fist of it, and try again.

Basic editing

Chances are that a few errors crept into your bass line as you were recording it, in which case you may now have a few mistakes to correct:

- Play back the bass line on its own by selecting a bar in that staff (i.e. so that it's surrounded by a single blue box), then hit **P**. This will help you spot any wrong notes.
- When you find a wrong note, click on it to select it so that you can edit it. When a note is selected, it changes color; in this case, it should turn blue, because it belongs to voice 1. (You can use up to four polyphonic voices on the same staff; voice 1 is blue, voice 2 is green, voice 3 is yellow, and voice 4 is purple.)
- Once the note is selected, to correct its pitch, you can:
  ◦ Play the right note on your MIDI keyboard or MIDI guitar; or
  ◦ Type the correct fret number using the numbers on the main keyboard; or
  ◦ Use the ↑/↓ keys to move it up and down if it's on a notation staff.
- If the length of the note is wrong, you can correct it by selecting it and then choosing the correct length on the Keypad (using the mouse or numeric keypad).
- If extra notes have appeared that you want to get rid of, just select them and hit **Delete**.

Tab input using the computer keyboard or step-time

Our arrangement is already almost recognizable, but to complete the sound we need those first few high notes played on the lead guitar:
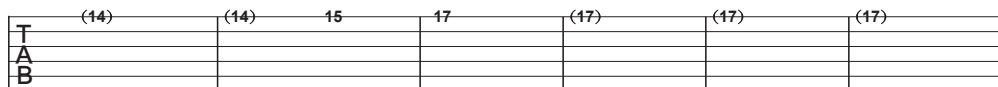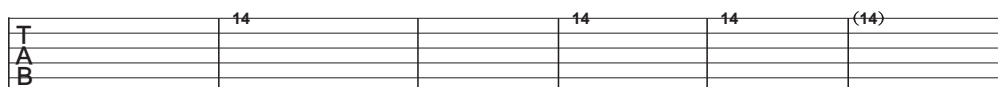
Let's input this into the lower of the two Electric Guitar staves using keyboard tab input, or step-time input (if you have a MIDI keyboard or guitar).

- Select the second bar so that it's surrounded by a single blue box
- Hit **N** (the shortcut for **Notes ▸ Input Notes**), and the caret appears on the staff at the beginning of the bar:
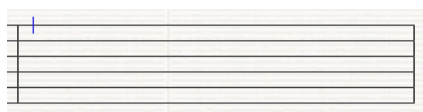
If it's not on the top string, move it up there with the ↑ key.

- Hit **6** on the numeric keypad to select a whole note (semibreve) on the Keypad, then type **14** using the number keys on the main keyboard, or play an F♯ on your MIDI device.

- Hit **space** to advance to the start of the next bar (which has no notes in it), then hit **space** again to move into the fourth bar

- Hit **5** followed by **.** (period) on the numeric keypad to choose a dotted half note (dotted minim), then type **14** on the main keyboard, or play another F♯ on your MIDI device, to input the note

- Hit → twice to advance to the start of the next bar

- Hit **6** on the numeric keypad to choose a whole note, then type **14** on the main keyboard (or play on your MIDI device) to input the note

- Hit **Enter** on the numeric keypad to add a tie, which means that the note continues to sound in the next bar without being restruck (although since our tab staff doesn't use rhythms, we can't see the tie)

- Hit **R** to repeat this note in the next bar. In tab staves that don't indicate rhythm, tied notes are often represented by being bracketed, e.g. **(14)**. To bracket this note, hit ***** on the numeric keypad ([◯]).

- Hit **Enter** again to add a tie to the bracketed note, then hit **R** to repeat this note in the next bar.

- Hit **R** to repeat the note one further time, and now hit **5** on the numeric keypad to edit this newly-repeated note and turn it into a half note (minim).

- Hit → to move onto the second half of the bar; the caret reappears. Now type **15** on the main keyboard to input the next note.

- Hit → again to move into the next bar.

- Hit **6** on the numeric keypad to choose a whole note (semibreve), then type **17** on the main keyboard to input the note.

- Hit **Enter** to add a tie, then hit **R** to repeat the note in the next bar.

- Hit ***** to bracket the note, then **Enter** to add a tie, and hit **R** again. Repeat this step, so you end up with three bracketed notes.

That's it for the opening of this song up to the entry of Bono's vocals – but there are a few further finishing touches we can add.

Finishing touches

For one thing, the sound used by the rhythm guitar is not quite right. Choose **Window ▸ Mixer** (shortcut **Ctrl+Alt+M** *or* ⌥⌘M) to show the Mixer, click the button at the bottom of the appropriate fader (it should be labeled **Rhyth**, short for Rhythm Guitar), then using the **Sound** menu on the right-hand side, choose **Acoustic guitar (nylon)**. Play back the score again – that's much more like it.

The other missing ingredient is a drum track. Thankfully, G7 will write you a drum pattern in various styles with just a couple of clicks. Choose **Notes ▸ Add Drum Pattern**, and the dialog above appears.
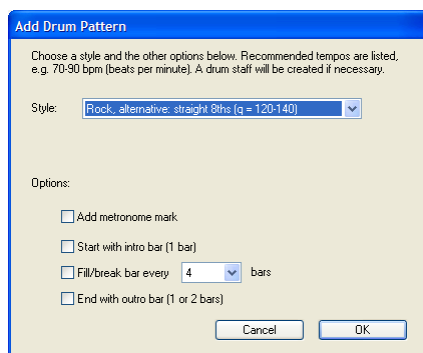
Choose **Rock, alternative: straight 8ths (120-140 bpm)** from the **Style** drop-down, switch off all the checkboxes on the dialog, then click **OK**. Within a few seconds, a drum pattern is written into your score.

Now hit **P** to play the whole score back and admire your handiwork!

Selections and passages

We've already mentioned selecting notes, bars and other objects, so let's quickly examine the different kinds of selections you can make, and the different ways to make them:

- *Single selection*: a single selected object, made by (say) clicking on a note or using the **Tab** or ←/→/ ↑/↓ keys to move around the score; you can tell an object is selected because it will change color when clicked on
- *Multiple selection*: more than one selected object, made by (say) clicking on one note, then holding down **Ctrl** *or* ⌘ and clicking on another note. Be aware that a multiple selection doesn't have to consist of objects next to each other – you could make a multiple selection containing, say, a note on one page and a bend line on another page.
- *Passage selection*: a selection surrounded by a single blue box, made by (say) clicking on a blank part of a bar, which you can extend by holding down **Shift** and clicking on another bar, either in the same or a different staff. Note that a passage selection always consists of continuous music (unlike a multiple selection).
- *System selection*: like a passage selection, but selects all instruments in the score at once and is surrounded by a double blue box. You can make a system selection by (say) **Ctrl**+clicking *or* ⌘-clicking on a blank part of a bar; you can then extend it in the same way as a passage selection.

So what can you do with selections? Here are a few of the most useful things:

- *Copy*: the quickest way is using **Alt**+click *or* ⌥-click, but you can also use the standard **Ctrl**+C *or* ⌘C and **Ctrl**+V *or* ⌘V shortcuts like in other programs
- *Repeat*: type **R** (or choose **Edit ▸ Repeat**) to repeat the current selection after itself, a very quick way of e.g. setting up a riff or drum pattern that repeats lots of times
- *Transpose*: type **Shift**-T (or choose **Notes ▸ Transpose**) to transpose to another key, or use ↑/↓ to transpose up and down a step at a time (hold down **Ctrl** *or* ⌘ to move in octaves)
- *Delete*: just hit **Delete**! Note that deleting a system selection deletes the bars themselves, not just the music in them.

Adding and deleting bars

G7 automatically creates bars as necessary during note input, but if you want to add more bars to your score, simply choose **Create ▸ Bar at End** (shortcut **Ctrl**+B *or* ⌘B). You can also add a bar in the middle of the score by choosing **Create ▸ Bar** (shortcut **Ctrl**+**Shift**+B *or* ⇧⌘B), which either creates a bar next to the selected note or other object, or, if nothing is selected, allows you to click where you want the new bar to be created.

To clear the contents of a bar without deleting the bar itself (e.g. to remove all the notes in it, or to consolidate a bunch of rests into a single bar rest) click on a blank part of the bar so that it is surrounded by a single blue box, then hit the **Delete** key on the keyboard.

If you used Flexi-time to input the bass line to our little song, you will have ended up with quite a few empty bars at the end of the score. G7 creates these bars when you record using Flexi-time to ensure that you never run out of room in your score while recording, but when you've finished recording you probably want to get rid of them.

To delete a bar altogether, make a system selection using **Ctrl**+click *or* ⌘-click (so that it is surrounded by a double blue box), then hit **Delete**. You can select multiple bars to delete them by **Ctrl**+clicking *or* ⌘-clicking one bar, then use **Shift**-click to extend the selection, and hit **Delete** to remove all the selected bars.

Working with lyrics and chords

G7 makes working with chords and lyrics easy. You can automatically create chord symbols based on the music you input, quickly add chord diagrams, and even generate simple accompaniments based on the chord diagrams and chord symbols in your score. Adding lyrics is as simple as typing them in.

Let's find out how easy it is to do all of the above by writing a simple lead sheet and building it up into a complete arrangement.

Start a new score

Create a new score based on the **Lead sheet** manuscript paper using a 4/4 time signature. Using whichever note input method you feel most comfortable with, input the notes of this little Scottish folk tune, *O my love is like a red, red rose*:

Once you've created the melody as above, you can add the lyrics, then the chords. So let's do it!

Typing lyrics

The simplest way of adding lyrics is just by typing them in. The basic procedure is as follows:

- Input the notes for which you want to write lyrics
- Select the note where you want the lyrics to start and choose **Create ▸ Text ▸ Lyrics** (shortcut **Ctrl+L** *or* ⌘**L**)
- Start typing lyrics
- Hit **space** at the end of each word
- Hit **–** (hyphen) at the end of each syllable within a word
- If a syllable lasts for two or more notes, hit **space** or **–** once for each note
- If a word is followed by a comma, period or other punctuation, type it *before* hitting **space**.

With this in mind, try inputting the following lyrics. Select the first note so that it turns blue, then type **Ctrl+L** *or* ⌘**L**; you'll see a flashing cursor appear. Then type the following:

O my love is like a red, red rose that's new-ly sprung in June;
O my love is like a me-lo-dy that's sweet-ly sung in tune.

Note that for the word 'my' on the second line, you should hit **space** twice, so that 'my' spans the two eighth notes (quavers) at the end of the bar.

Importing lyrics from other programs

You can also copy and paste lyrics between other programs (such as word processors) and G7, from one part of a score to another part of the same score in G7, or from one score to a different one.

Exporting lyrics

To save the lyrics (including any block lyrics) from your score as a text file which you can then edit in a word processor or other program, choose **File ▸ Save Lyrics**. This creates a text file of the same name as your score with the word **lyrics** at the end in the same folder as the score itself.

G7 removes hyphens when saving lyrics, and inserts line breaks at sensible places (e.g. at punctuation such as commas, semicolons, colons and periods). It also includes the title, composer and copyright information if you've entered it in the score.

Adding guitar chord diagrams

G7
As is often the case in the guitar world, chord diagrams go by many names: you may have heard them called chord boxes, chord shapes, fretboard diagrams, guitar frames, or a dozen other names.

G7's chord diagram capabilities are quite sophisticated, but let's just jump right in and create some:

- The first thing to do is tell G7 where you want the chord diagram to go; so select the first note of the melody so that it turns blue
- Now choose **Create ▸ Chord Diagram** (shortcut **Shift-K**). The following dialog appears:
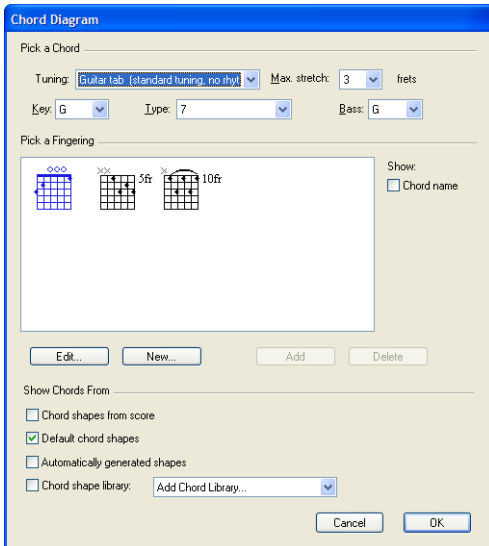
- Our first chord, appropriately enough, is a G^7, so choose **G** from the **Key** list, **7** from the **Type** list, and leave the **Bass** note set to **G**

- In the preview window, a few chord diagrams will be shown. Switch on the **Chord names** option to add a text chord symbol above the chord diagram itself.
- The **Show Chords From** section at the bottom of the dialog determines which chord diagrams G7 should show you as possibilities:
  - **Chord shapes from score** makes G7 show any chord diagram you've already added to your score that matches the key, type and bass note options currently chosen.
  - **Default chord shapes** is a built-in set of chord diagrams. There are typically three diagrams for each chord type, chosen for their playability; the first is normally at or close to the nut, the second is around the fifth fret, and the third is around the ninth fret, offering a variety of voicings and playing positions. Note that the default library of chords only contains chords for the standard 6-string guitar tuning.
  - **Automatically generated shapes** makes G7 generate all of the reasonable ways of fingering a particular shape at every possible position on the fretboard. This is useful if the shape you want isn't included in the default library, or if you want to add diagrams for a non-standard tuning.
  - **Chord shapes library** allows you to show the chord diagrams you have added to any libraries you may have created.
- Choose whichever of the shapes you prefer, and click **OK**. The chord diagram is added to the score.
- Hit **Tab** followed by → twice to select the C at the beginning of the next bar (or use the mouse if you prefer), then type **Shift-K** to bring up the dialog again.
- This time, choose a suitable chord diagram for the chord of C, and click **OK** to add it to the score.
- Hit **Tab**, then → twice to select the D halfway through the bar, and then type **Shift-K**.
- You need to create a C/E chord (a C major chord in first inversion), so just change the **Bass** list to E, choose an appropriate shape, then click **OK**.
- Refer back to the music example on page 27 to see which chords to add for the rest of the melody.

Note that you can manipulate chord diagrams just like all other objects: you can delete them, drag them around, copy them (with **R** or **Alt**+click *or* ⌥-click), and so on. You can cycle between different fingerings for the same chord by selecting a chord diagram and choosing **Edit ▸ Alternative Chord Diagram** (shortcut **Ctrl+Shift+K** *or* ⇧⌘K). If you double-click a chord diagram, the dialog will re-open, allowing you to edit the shape, or even change it to a completely different chord.

Playing back chord symbols and chord diagrams

If you want to check that the chords you've entered in your score are the right ones, or if you want to build up an accompaniment quickly, you can use the **Make Notes from Chord Symbols** feature, which creates a new instrument in your score and fills it with appropriate chords in a variety of styles.

So let's add a simple accompaniment to our little folk song:

- Make sure nothing in your score is selected by clicking on a blank bit of paper, or by hitting **Esc**

- Choose **Notes ▸ Make Notes from Chord Symbols**. The following dialog appears:
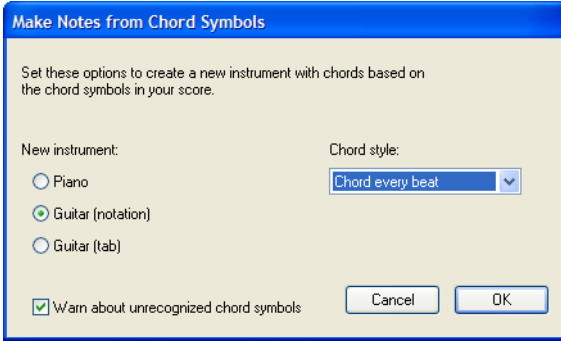
- The options are simple, but let's quickly go through them anyway:
  - You can choose between three different instruments to add: **Piano**, which adds two staves to your score and splits the chords across the two staves; **Guitar (notation)**, which adds a single notation staff to your score; and **Guitar (tab)**, which adds a tab staff using standard 6-string guitar tuning (although you can change this later if you want).
  - The **Chord style** menu lets you control how the chords are realized: **Chord every chord symbol** creates a new chord every time the chord changes; **Chord every beat** creates a new chord in every beat (regardless of how often the chord changes); **8th note Alberti** creates an Alberti-style pattern using eighth notes (quavers); **16th note Alberti** creates the same kind of pattern using 16th notes (semiquavers); **8th note arpeggios** creates rising arpeggio patterns in 8th notes, and **16th note arpeggios** creates rising arpeggios using 16th notes.

    The results you would get for each of the six options on a guitar notation staff are shown below:

- For now, choose **Chord every chord symbol** from the **Chord style** menu, and click **OK**

- A progress bar appears for a moment as the chords are written into your score

- You may find that G7 has created the new instrument overlapping your chord diagrams. To move the staves further apart, triple-click on a bar in your melody staff so that it is surrounded by a blue box throughout the entire score, then simply drag it downwards. This increases the distance between the two staves throughout the score in a single operation.

You can use this feature more than once to build up different layers of accompaniment – for example, you might want to add a piano playing block chords, and a guitar playing in fingerpicked style. To do this, just choose **Notes ▸ Make Notes from Chord Symbols** again, and G7 will create a new instrument each time you run the plug-in.

Beware that using the **Make Notes from Chord Symbols** feature is not undoable. However, if you don't like the results, simply triple-click a bar in the newly-added staff so that it is surrounded with a blue box throughout the score, and hit **Delete** to remove it altogether.

You can also add a simple drum accompaniment to your score: choose **Notes ▸ Add Drum Pattern** and have a go.

Printing

If you're happy with your finished score, you can print it simply by choosing **File ▸ Print** (shortcut **Ctrl**+P *or* ⌘P). Note that in the demo version of G7, you can only print a single, watermarked page.

More to try

Tab input on the computer keyboard

To input tab using the computer keyboard, you use the numeric keypad to choose the duration of notes, as with other note input methods. To get the caret (the vertical blue line that shows you where you will create notes), select the bar in which you want to start inputting tab and hit **N** (the shortcut for **Notes ▸ Input Notes**). To move the caret use the ↑/↓ keys to move it up and down a string at a time, and use the ←/→ keys to move forward and back through the bar; by default, → moves you to the next quarter note (crotchet) position in the bar, unless there is another note on the same string before that next quarter note position (you can change the default rhythmic unit for the ←/→ keys in the **Notes ▸ Note Input Options** dialog).

To add a note in a tab staff, just type the fret number using the number keys on the main keyboard (not the numeric keypad). To move a note to the string above or below, type **Ctrl+↑/↓** *or* ⌘↑/↓ – G7 even works out what fret to play to keep it sounding the same.

Notation input on the computer keyboard

Notation input on the computer keyboard is very similar to step-time input (see below), except that you use the letter keys **A–G** to specify the pitch of notes, and you can build chords using the number keys above the letter keys on the main keyboard (not the numeric keypad), e.g. type **3** to add a note a third above the selected note, or **Shift-5** to add a note a fifth below.

When you input notes using the computer keyboard, G7 puts the note in the nearest octave to the previous note, so if you enter a C followed by a G, G7 will place the G a fourth below the C. To change the octave of a note you've entered, just type **Ctrl+↑/↓** *or* ⌘↑/↓. You can also move individual notes up and down a step at a time using just the ↑/↓ keys.

Importing files from other programs

Opening a MIDI or ASCII tab file is as easy as choosing **File ▸ Open**, finding the file you want to open, and clicking **Open**. An options dialog will appear, allowing you to make various choices about how the file should be imported; click **OK** and the file is imported into G7. You can then edit, play or print it as if you had inputted it yourself.

Learning a song with the Fretboard

Having opened a MIDI or ASCII tab file in G7, you can use the Fretboard window to learn how to play particular passages. Whenever you select a note or chord (by clicking on it), the Fretboard shows how to play it. You can then use the ← or → Fretboard buttons or computer keys to move backwards and forwards through the song at your own speed. Alternatively, you can play the song back very slowly by dragging the tempo slider to the left.

Adding text, lines and other objects

The **Create** menu contains all of the other musical paraphernalia you're likely to need. To add an object (which is the general term we use to cover anything you can click on in your score, e.g. notes, text, lines, clef changes, key signatures, and so on) to your score, select the note or other

object next to which you want the new object to appear, then choose the option from the **Create** menu, and it'll be created at that position.

So what kinds of things can you create using the **Create** menu? Here's a selection:

- Items such as dynamics (e.g. *mf*), text chord symbols (e.g. Cm[7]), tempo markings (e.g. **Fast**), technique directions (e.g. TABU – for tremolo arm bend up), fingerings (e.g. *p i m a*) and lyrics are all accessed via the **Create ▸ Text** submenu.
- Hairpins, slurs, bends, wide vibrato lines, string number indicators, 1st- and 2nd-ending brackets and more are found in the **Create ▸ Line** dialog (shortcut **L**).
- Chord diagrams – sometimes known as guitar frames, chord shapes, chord boxes or fretboard diagrams – are added using the **Create ▸ Chord Diagram** dialog (shortcut **Shift-K**).
- Change key or time signature with the **Create ▸ Key Signature** (shortcut **K**) and **Create ▸ Time Signature** (shortcut **T**) dialogs.
- Change clefs anywhere in your score using the **Create ▸ Clef** dialog (shortcut **Q** for 'qlef').
- Add TIFF graphics to your score using **Create ▸ Graphic**.
- Add special symbols, e.g. for vibrato scoops, using **Create ▸ Special Symbol** (shortcut **Z** for 'zpecial zymbol').

There's a useful shortcut to the **Create** menu: with nothing selected in your score, right-click (Windows) *or* **Control**-click (Mac) on a blank bit of paper to make the menu appear. If you right-click *or* **Control**-click while a note or other object is selected, you get a useful context menu with options from the **Edit** menu, such as the ability to change the color of the selected object or move it into another voice.

Converting notation to tab and vice versa

You can quickly convert staff notation into tab and vice versa just by copying it between staves. To convert notation to tab, select the music you want to convert as a passage (so that it is surrounded with a single blue box), then **Alt**+click *or* ⌥-click on the tab staff to copy the music across. G7 automatically works out the best way to finger it, according to the settings in the **Notes ▸ Guitar Tab Fingering Options** dialog, where you can set things like the preferred range of frets to use.

To convert tab to notation, do exactly the same operation in reverse: select a passage of tab, then **Alt**+click *or* ⌥-click on the notation staff.

G7 also automatically converts special markings like bends and slides between notation and tab, so you never need to input them more than once.

Tab styles and tunings

G7 supports a wide variety of tab styles and instrument tunings. The common alternate tunings for guitars are included in the **Create ▸ Instruments** dialog, but you can also access more than 25 different guitar tunings (plus many more for other fretted instruments such as dobro, banjo and lute), and even create your own.

To change the tuning used by an instrument in your score, select a bar in that instrument so that it is surrounded by a single blue box, then open the Properties window (by choosing **Window ▸ Properties**, or typing **Ctrl**+**Alt**+**P** *or* ⌥⌘P) and choose the new tuning from the drop-down list.

The list is in alphabetical order, so all of the tunings for guitars are called things like **Guitar tab (dropped D tuning)** or **Guitar tab (open E tuning)**.

Special tab markings

All of the special tab markings – including bends, slides, pre-bends, hammer-ons, pull-offs, vibrato, harmonics and more – are easy to create in G7. For example:

- To create a bend, select the first note of the bend and choose the bend line from the **Create ▸ Line** dialog (or simply hit **J**)
- To create a slide, select the first note of the slide and hit the **–** key on the numeric keypad (or click the corresponding on-screen button,)
- To create a hammer-on or pull-off, select the first note and hit **S** to add a slur.

Color

You can change the color of just about any object in your score (e.g. notes, lines, text). Simply select the object or objects whose color you want to change, then choose **Edit ▸ Color** (shortcut **Ctrl**+**J** *or* ⌘**J**). If you want to make another selection of objects the same color as the last one you chose, choose **Edit ▸ Reapply Color** (shortcut **Ctrl**+**Shift**+**J** *or* ⇧⌘**J**).

Graphics files

You can import monochrome, grayscale or color TIFF graphics into your G7 scores, so you can easily add illustrations and diagrams to your music. Simply choose **Create ▸ Graphic** and select the file you want to import.

The full version of G7 can also export your scores in a variety of graphics formats, including Encapsulated PostScript (EPS), so you can quickly and easily create musical examples for inclusion in documents from word processors, desktop publishing software and other applications.

Sharing your music

Aside from printing it out, G7 allows you share your music in a variety of ways. In the full version, you can:

- *Publish your music on the Internet.* send your score straight to our self-publishing web site G7music.net, or save your score as a Scorch web page that you can post on your own web site. Visitors to your site can download the free Scorch web browser plug-in to view, play back and print your music without needing to own G7 themselves.
- *Export a MIDI file.* You can save a standard MIDI file of your score with a single click.
- *Export an ASCII tab file.* You can also save an ASCII tab file of the tab staves in your score with a single click; you can then email it to your friends, or post it to a web site or message board.

How to buy G7

G7 is available from good music shops, or direct from Sibelius – see **Buying G7** on page 6 for details of your nearest dealer or distributor, or see **www.G7info.com** for more details.