Handbook

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This handbook is for MuseScore version 2.0 and above. It is maintained by the MuseScore community. Find out how you can help.

入门

这一章可以帮助你第一次安装并运行MuseScore。同时它也会教给你如何创建一个新乐谱。

安装

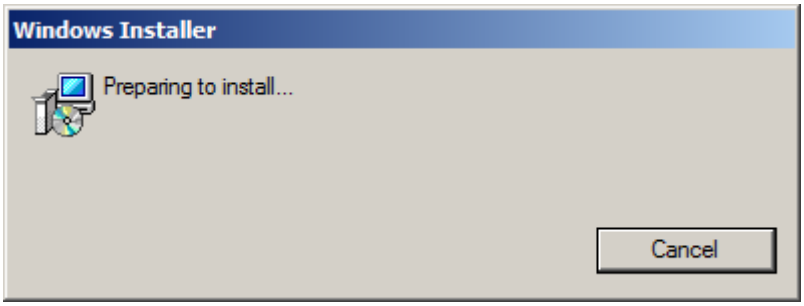
MuseScore可以运行在包括Windows, macOS, 和 Linux 在内的的许多操作系统上。

在Windows上安装

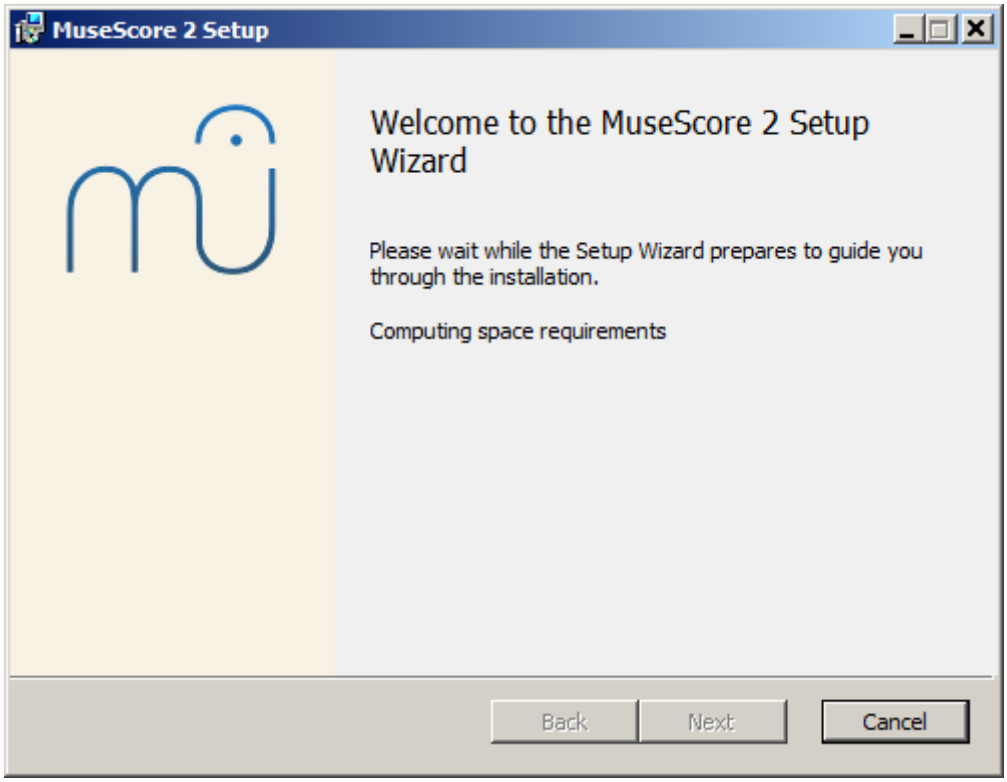
Install

You can get the Windows installer from thedownload page of the MuseScore website. Click on the link to start the download. Your Internet browser will ask you to confirm that you want to download this file. Click `Save File`.

When the download finishes, double-click on the file to start the installation. Windows may prompt you with a security window to confirm this before running the software. Click `Run` to continue, you'll then briefly see

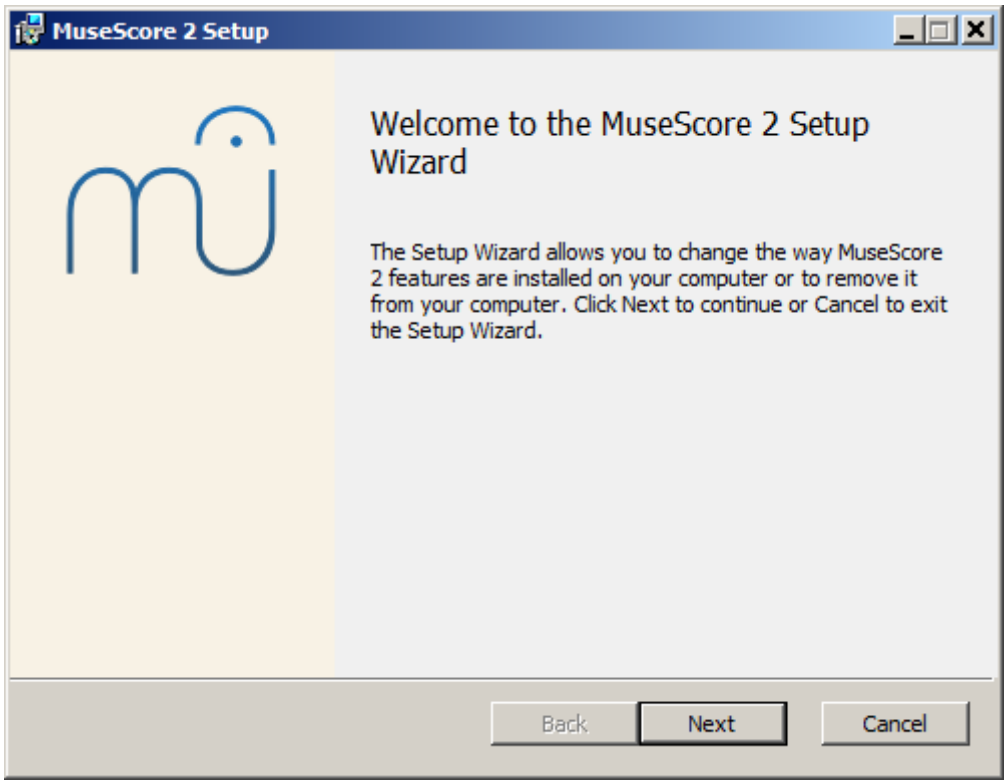


followed by

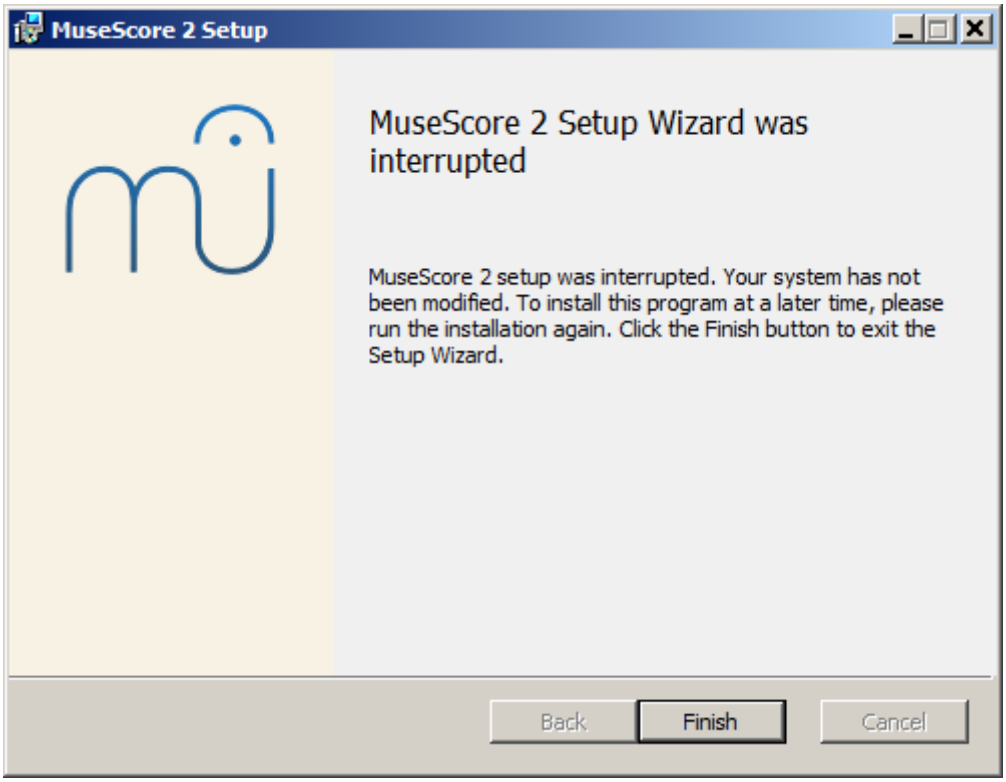


In case you don't see this installer window but something else, it's possible that the .msi extension is not associated with msiexec.exe. Either you can fix the association, or download and use the portable version of MuseScore instead.

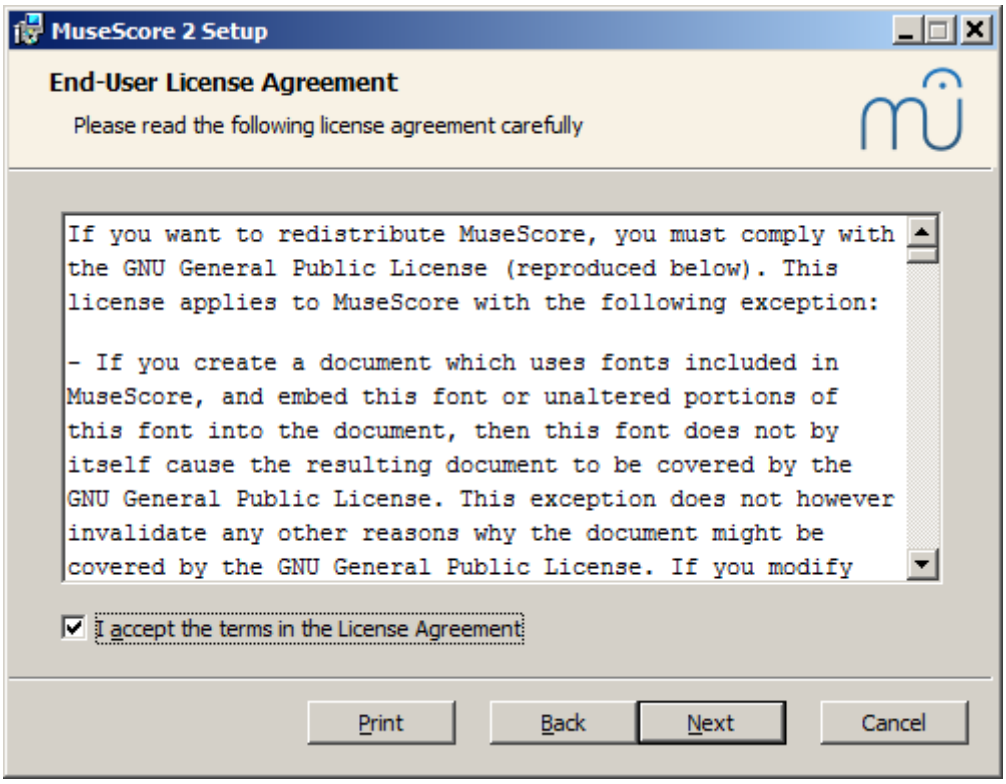
Continuing you'll see



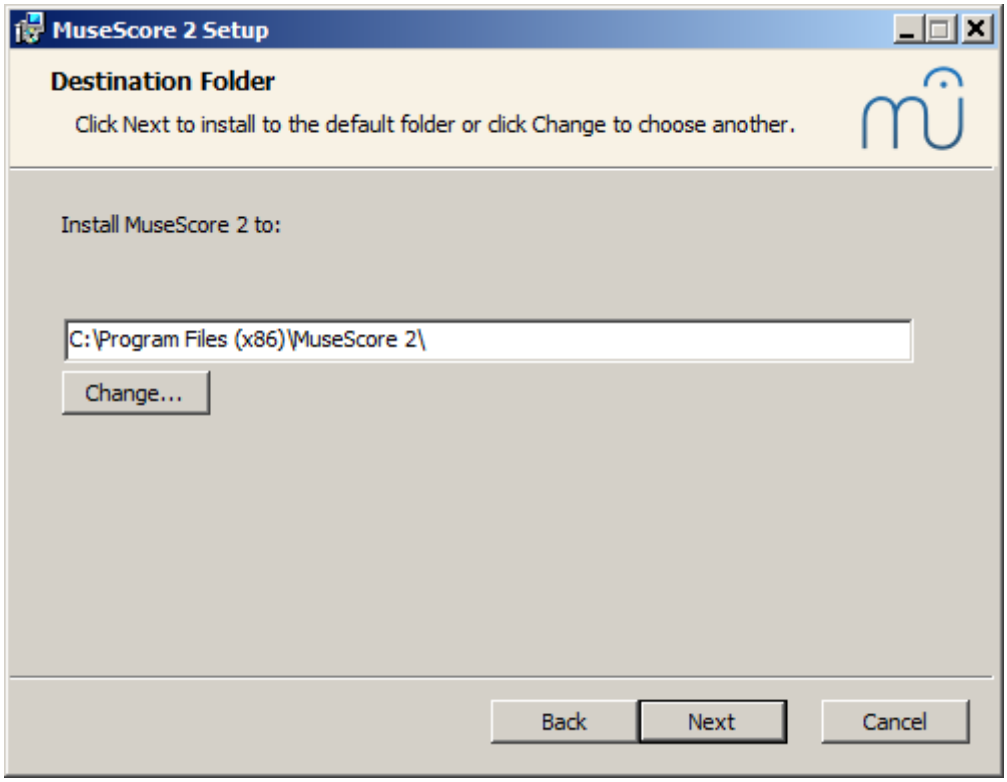
If you click `Cancel`, here or later, you'll see:



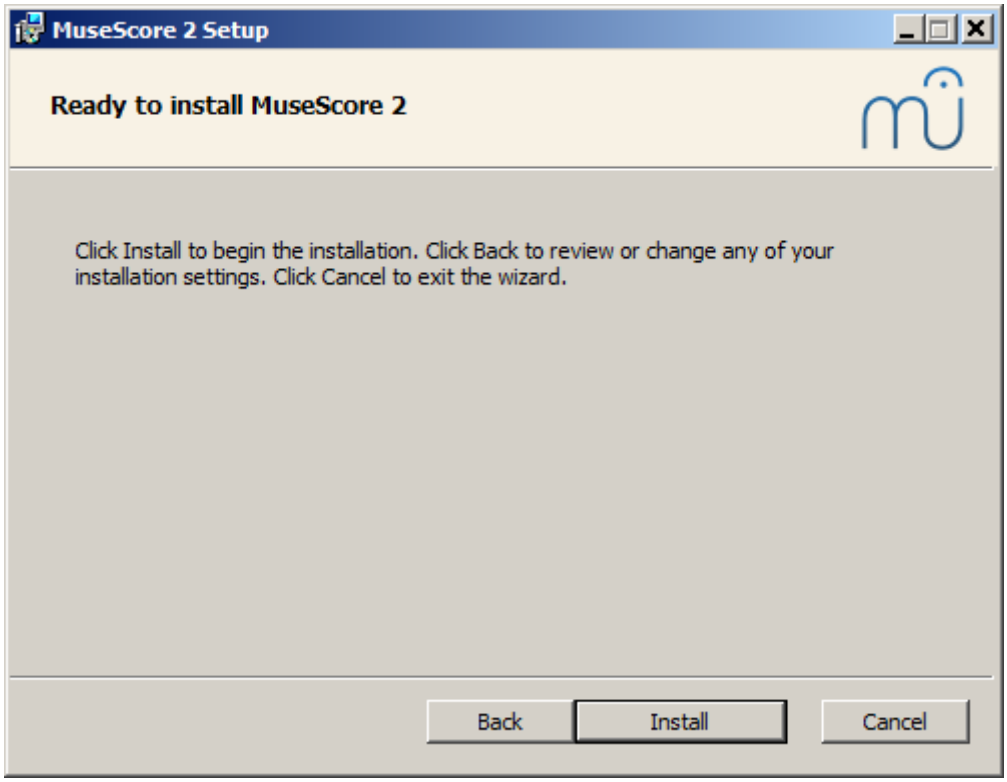
If instead you click `Next` to continue, the setup wizard displays the terms of the free software license.



Read the terms of the license, make sure the box next to `I accept the terms in the License Agreement` is checked, and click `Next` to continue. Next the installer will ask you to confirm the location in which to install MuseScore.

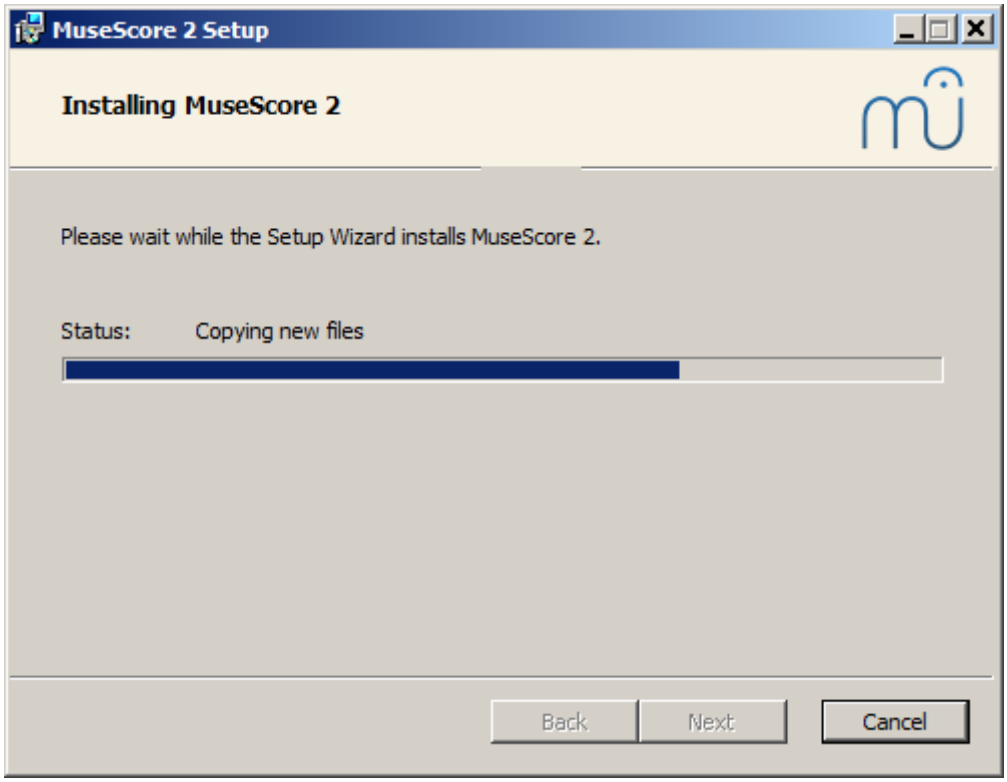


If you are installing a newer version of MuseScore but still want to keep the old version on your computer, then you should change the folder (note that MuseScore 2 can coexist with MuseScore 1 with no changes needed). Otherwise click `Next` to continue.

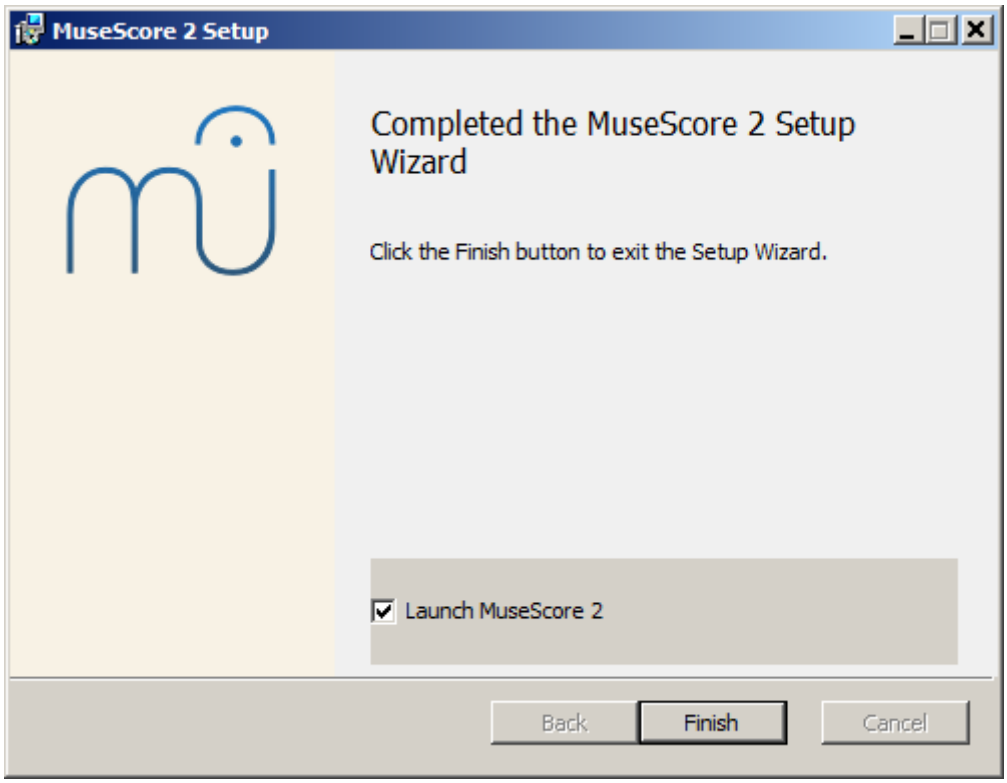


Click `Install` to continue.

Give the setup wizard a few minutes to install the necessary files and configurations. You'll see



and finally



Click `Finish` to exit the installer. You may delete the installer file you downloaded.

Start MuseScore

To start MuseScore choose `Start → All Programs → MuseScore 2 → MuseScore 2`.

Uninstall

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
```

Troubleshooting

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.

External links

- How to install MuseScore on Windows without administrator rights
- How to run MuseScore as Administrator on Windows
- How to change the language in MuseScore

Do you have an unanswered question? Post it in the forum.

在Linux上安装

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 AppImage on Linux- video
- How to change the language in MuseScore

Do you have an unanswered question? Post it in the forum.

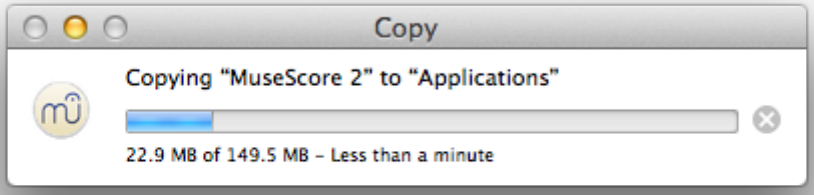
在macOS上安装

Install

You will find the DMG (disk image) file on thedownload page of the MuseScore website. Click on the macOS link to start the download. When the download is complete, double-click the DMG file to mount the disk image.

Drag and drop the MuseScore icon to the Applications folder icon.

If you are not logged in as administrator, macOS may ask for a password: click `Authenticate` and enter your password to proceed.



When the application has finished copying, eject the disk image. You can now launch MuseScore from the Applications folder, Spotlight, or Launchpad.

Uninstall

Simply delete MuseScore from Applications folder.

Install with 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.

External links

- How to change the language in MuseScore

Do you have an unanswered question? Post it in the forum.

在**Chromebook**上安装

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

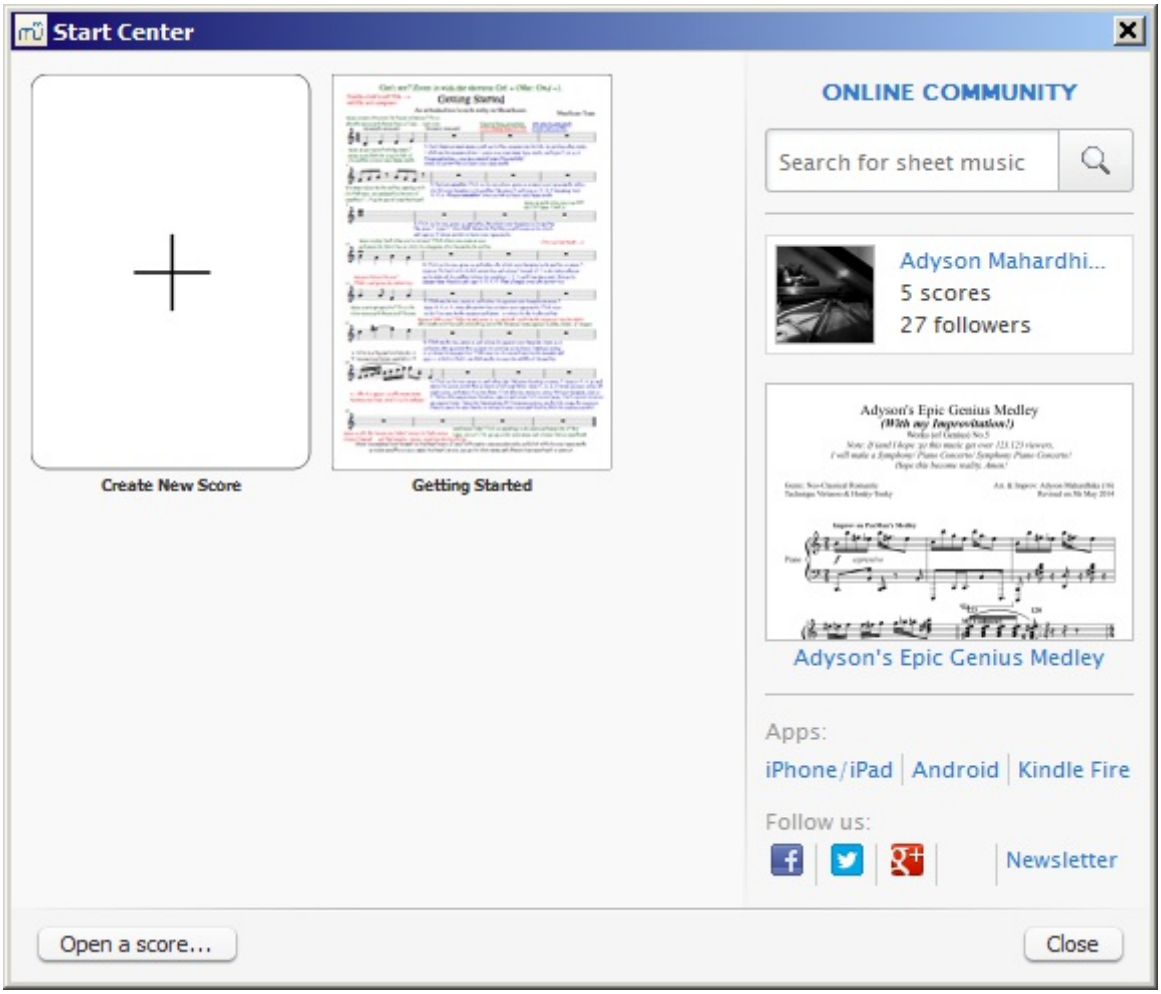
- How to run MuseScore on a Chromebook
- Check the installation procedure from the comments in this thread
- How to change the language in MuseScore

Do you have an unanswered question? Post it in the forum.

创建新乐谱

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

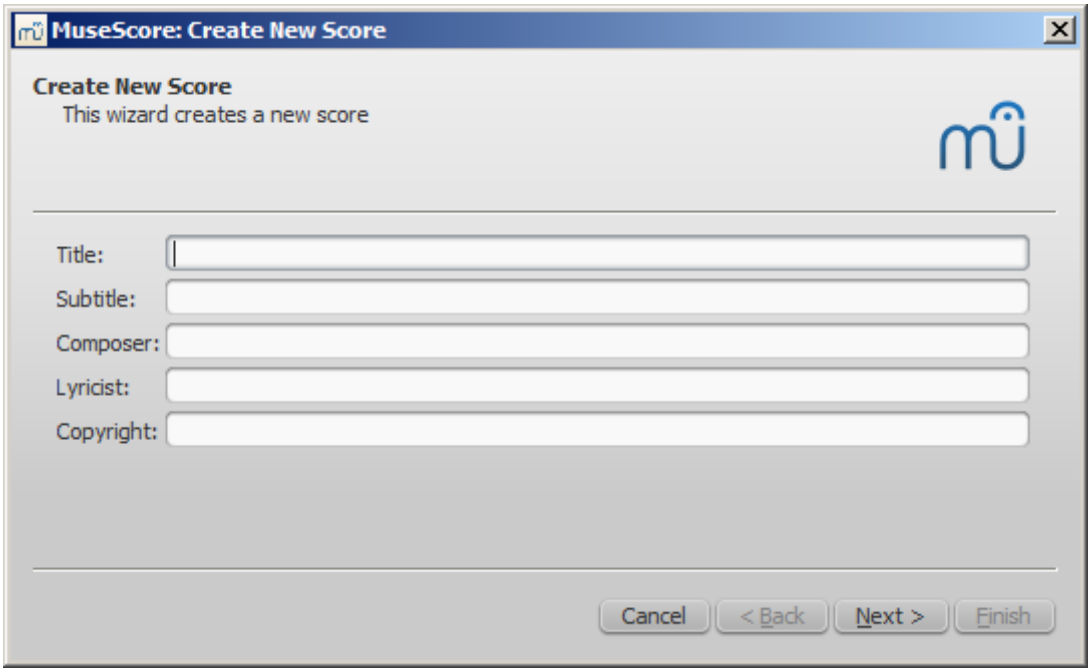
- Create a new score (by clicking on the icon with the plus sign)
- Open a previously opened score
- If opening MuseScore for the first time, open the "Getting Started" tutorial score
- Open an existing score from your computer's file system
- See the "In the spotlight" score of the day
- Search sheet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

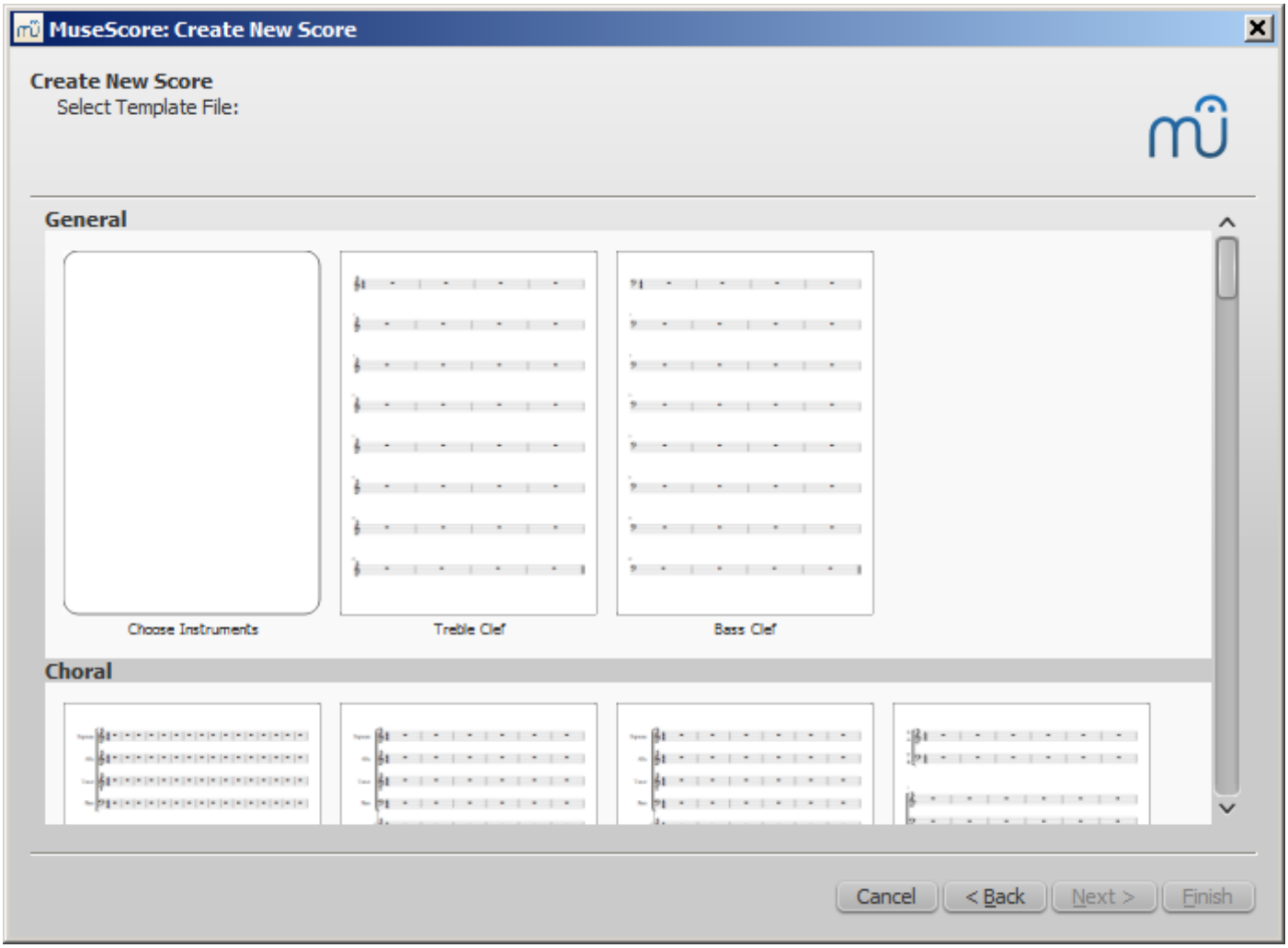
- Click on the New Score icon in the toolbar on the top left of the window;
- Use keyboard shortcut `Ctrl+N` (Mac: `Cmd+N`);
- Select `File → New...`.

Title, composer and other information



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).

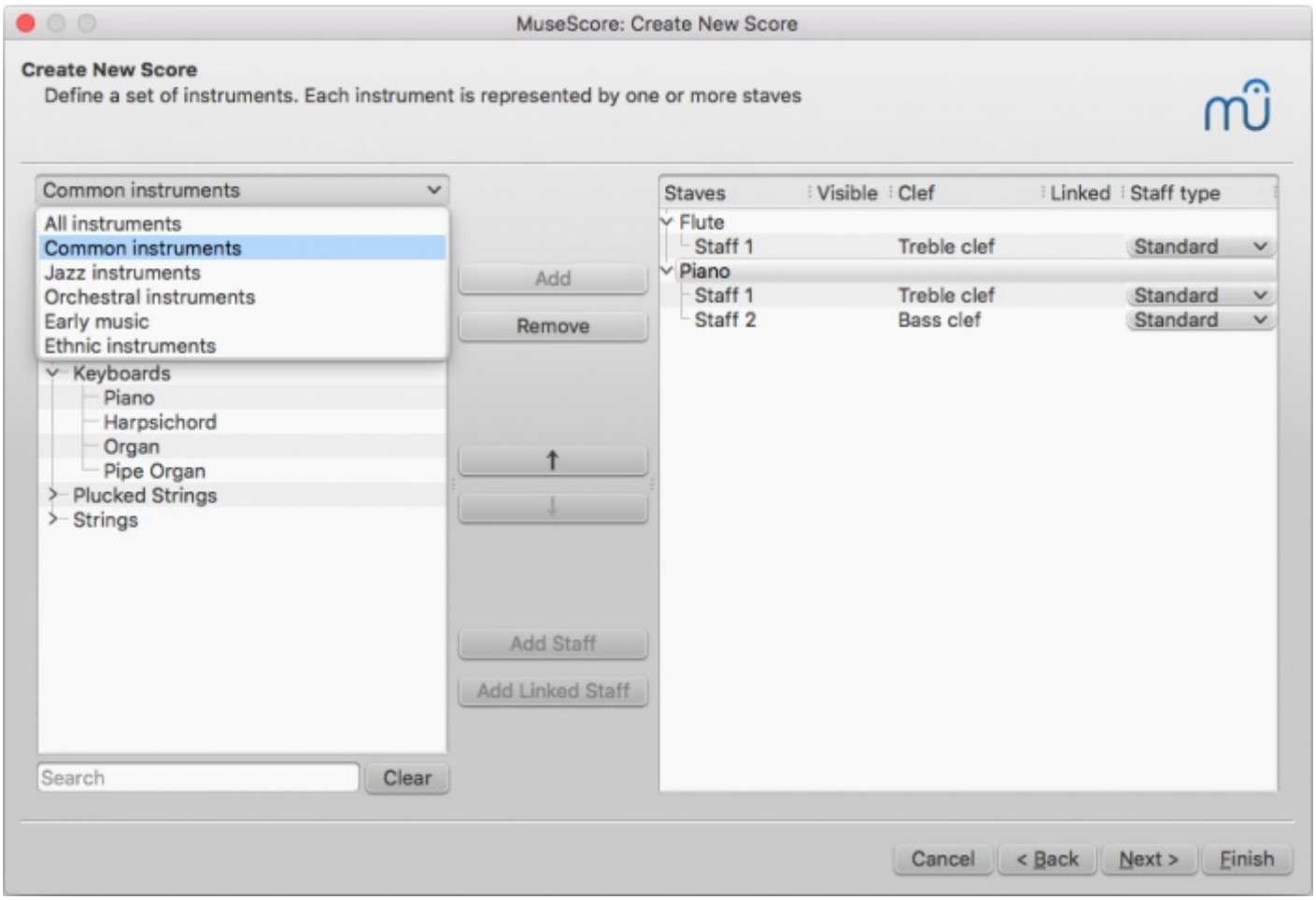
Select template



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

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 `Up` or `Down` buttons to move it higher/lower.

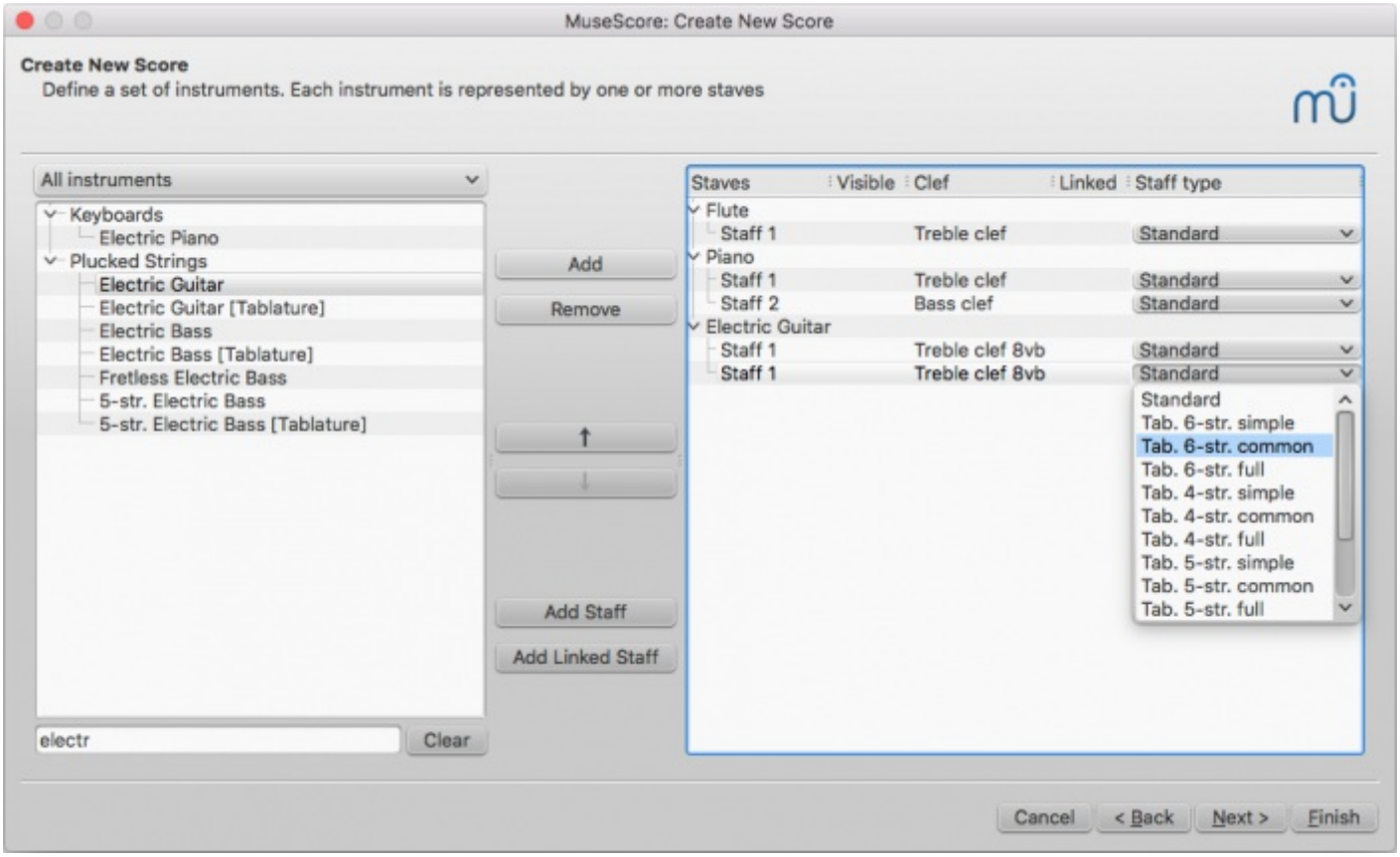
To **delete** an instrument, or staff line, from your score:

- 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:

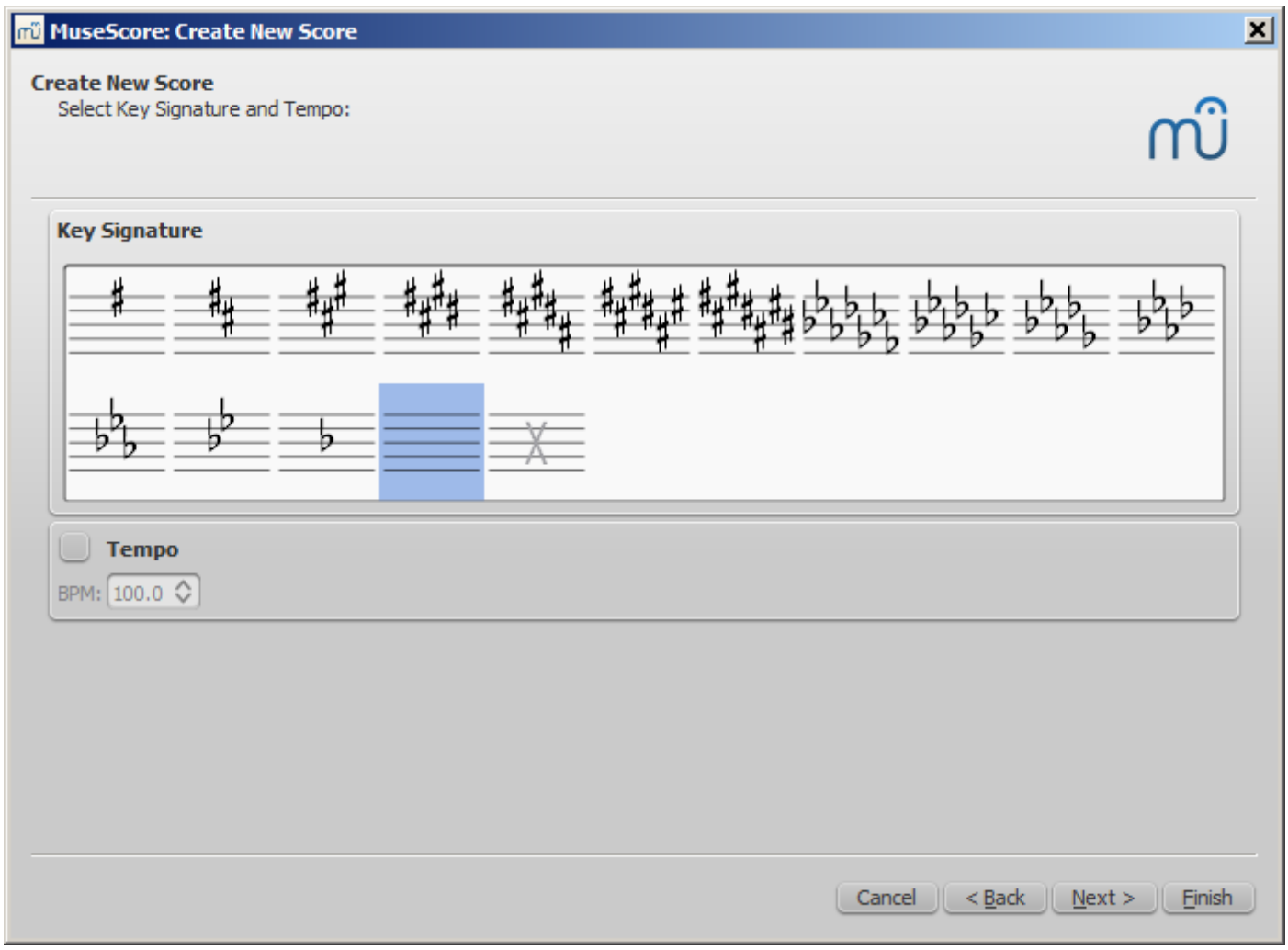
1. Select an instrument staff in your instrument list (e.g., "Staff 1"; see image above) and click `Add Linked Staff`.
2. Use the **Staff type** column to change the new staff as required.

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).

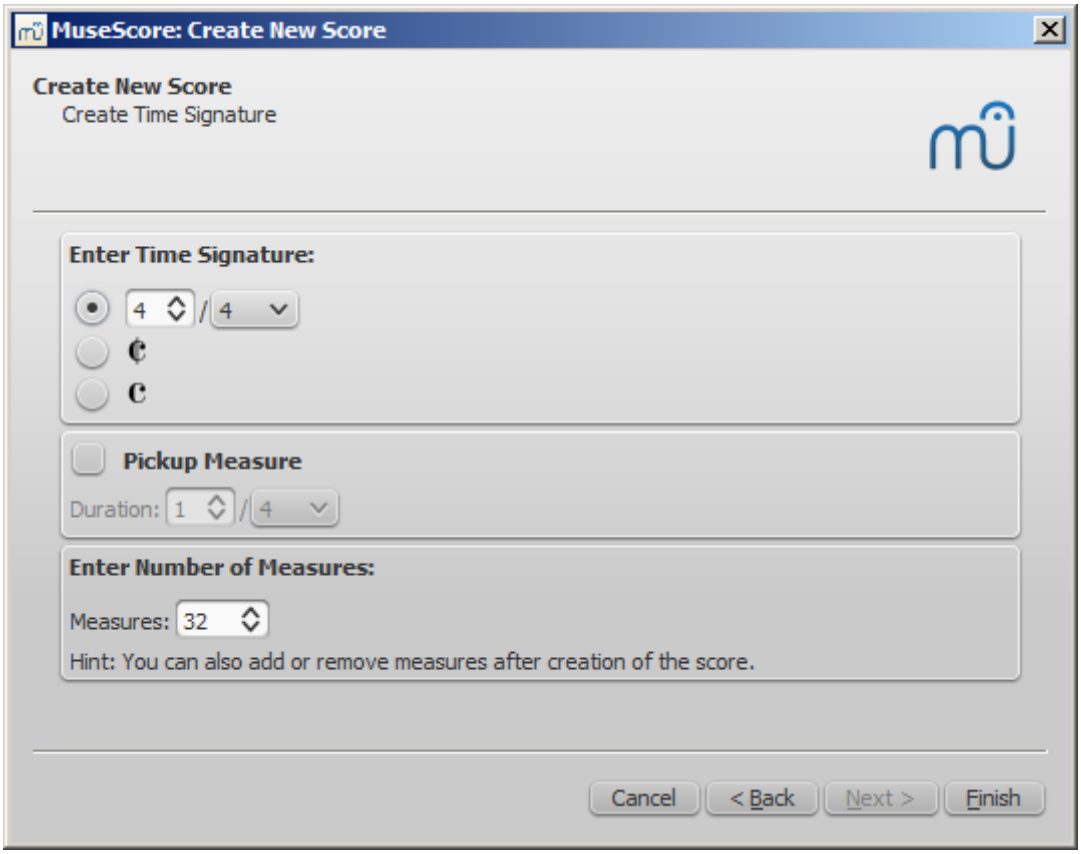
Note: To adjust the distance between staves within a single instrument (created with the **Add Staff** or **Add Linked Staff** buttons), use the Grand Staff Distance setting.

Select key signature and tempo



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



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

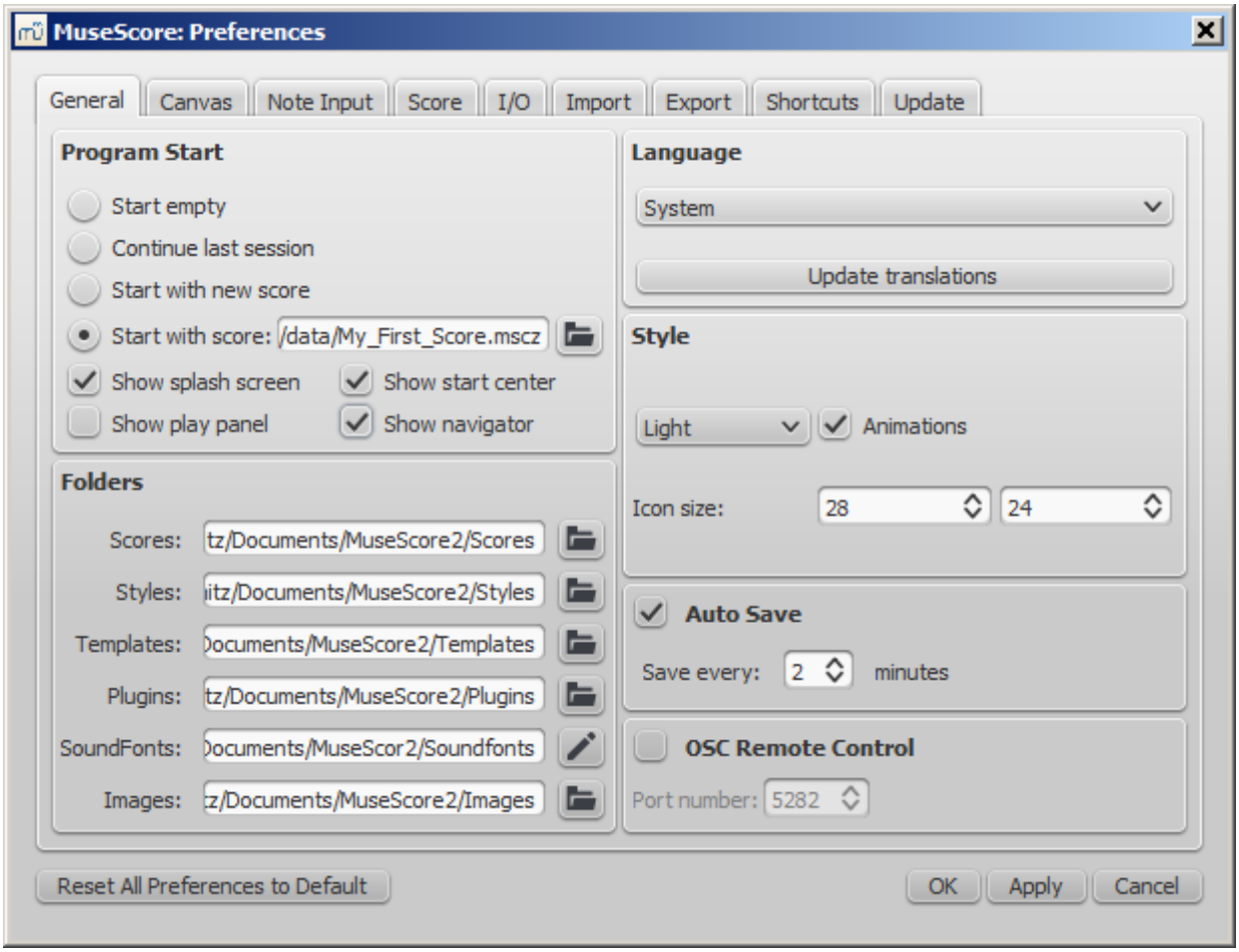
Do you have an unanswered question? Post it in the forum.

语言设置及更新翻译

MuseScore will be installed and work with your "System" language (the one used for most programs, and generally depending on your country and the language settings of the PC, or account).

Change language

1. Go to `Edit → Preferences...` (Mac: `MuseScore → Preferences...`)
2. In the `General` tab, there is a `Language` section:



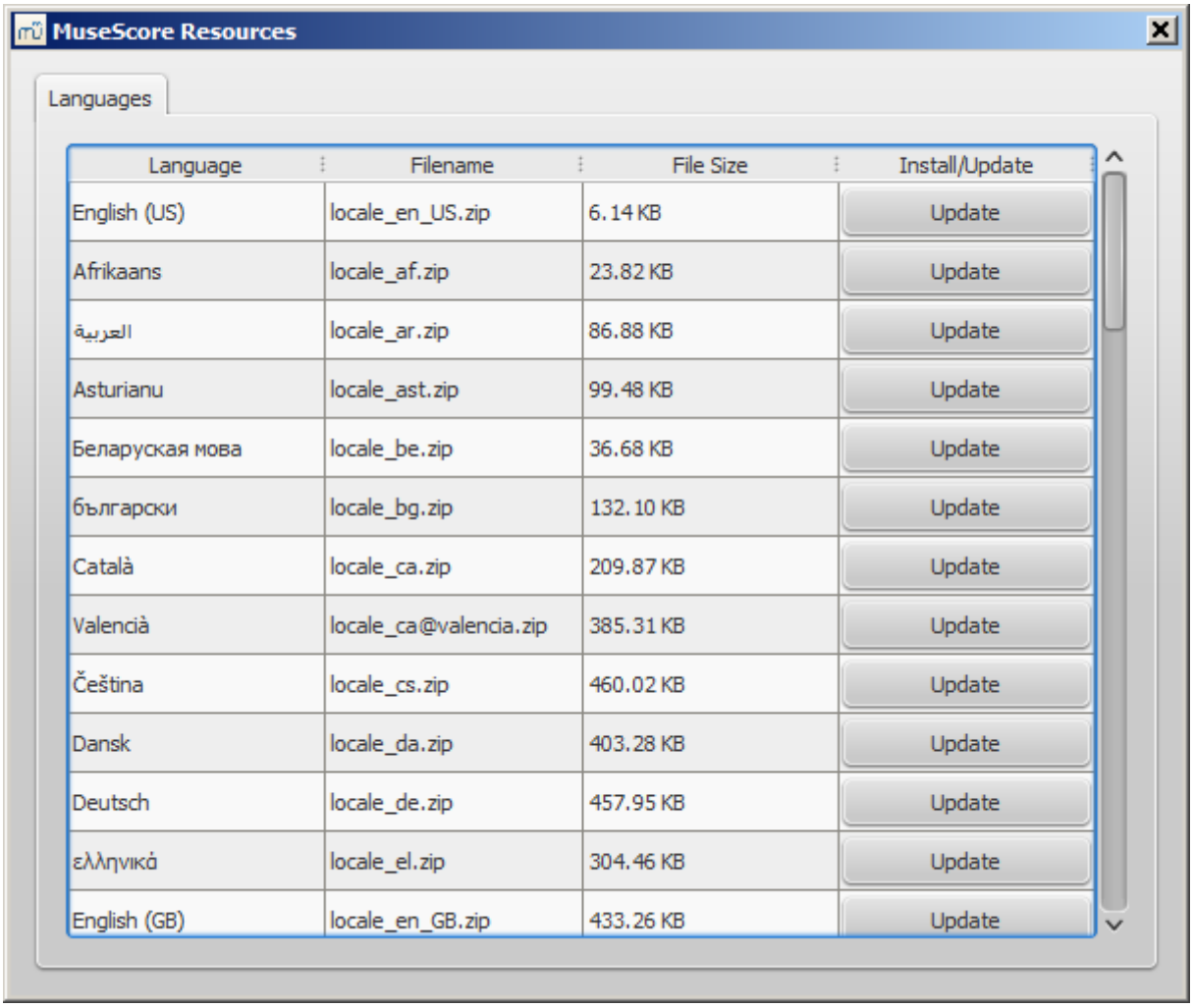
You can change it and also update the translation with the `Update Translations` button. A new window will appear, showing your language at the top - see below.

As then indicated, you will have to exit and reopen MuseScore for changes and updates to take effect.

Update translation

You can update the translation as explained above, via the preferences settings, but there is another method:

1. Go to `Help → Resource Manager`
2. Click on the Update button



Here too you will have to exit and reopen MuseScore for the update to take effect.

See also

- Helping and improve translation

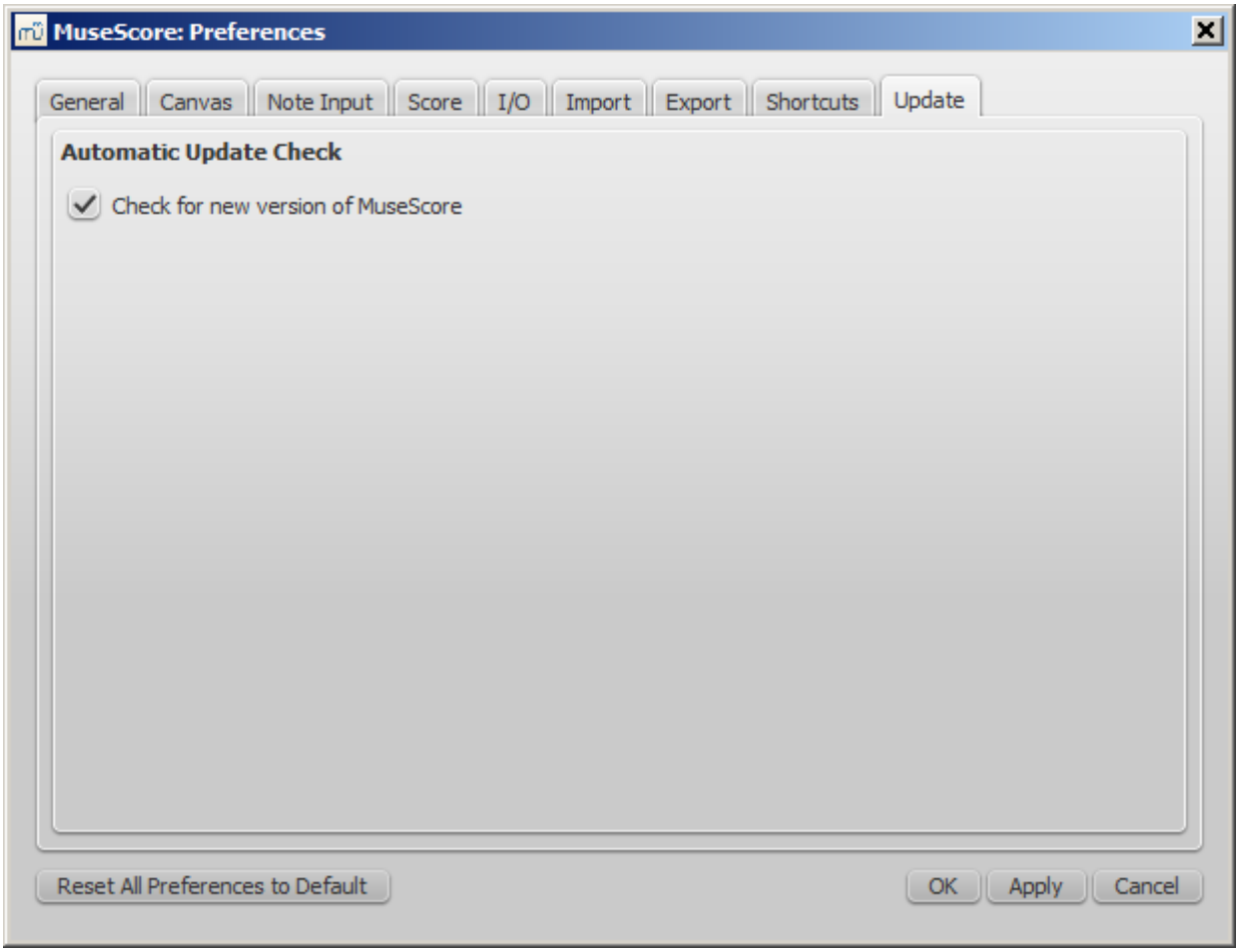
Do you have an unanswered question? Post it in the forum.

检查更新

There are two ways to check for updates.

Automated update check

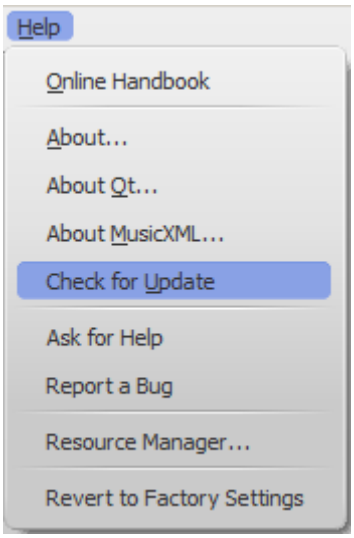
1. Go to `Edit → Preferences...` (Mac: `MuseScore → Preferences...`)
2. Select the `Update` tab
3. Check for update...



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.

基础

上一章 "入门" 教给了你如何安装MuseScore并创建一个新乐谱。这一章将对MuseScore做一个概述，并且介绍与乐谱交互的基本方法。

输入音符

基本音符输入

向乐谱中添加音符和休止符需要遵循以下几个基本步骤：
1. 选择输入音符的起始位置
2. 进入 音符输入模式
3. 选择要输入的音符（或休止符）的时值。
4. 通过键盘快捷键、鼠标、或者MIDI键盘输入音高（或休止符）。

如果你用键盘快捷键输入音符或者休止符的话，你可以跳过第2步。因为使用快捷键可以自动进入音符输入模式.

如果要添加**起始/结束时间不同的**重叠的音符（复调），请看多声部。 如果要添加和弦，请继续往下看。

步骤 1： 起始位置

首先，选择一个音符或者休止符作为音符输入的起始位置。如果没有选择起始位置的话，当你进入音符输入模式 (见下面)时，光标会自动在乐谱的最开始的位置。在MuseScore中，新输入的音符会替换小节中现有的音符或者休止符（覆盖，而不是插入）。不过，你可以在任意位置插入一个新的小节（参见小节的操作: 插入），或者使用复制与粘贴来移动一段音符。

步骤 2: 音符输入模式

音符输入面板左侧的"N"形按钮可以显示你当前是否在音符输入模式。要进入或离开音符输入模式，你可以点击那个按钮，或者按下快捷键N。要离开音符输入模式，你可以再点击一次那个按钮，或者按下快捷键Esc。

步骤 3: 音符或休止符的时值

进入音符输入模式后，从音符输入工具栏选择你需要的时值，或者用对应的快捷键选择时值。

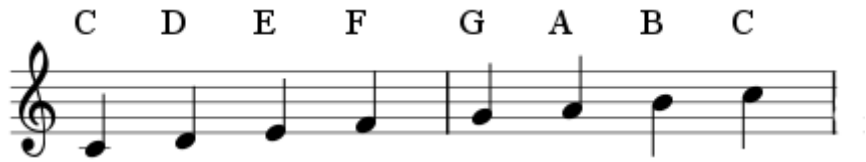
注意，如果想要输入连音（例如三连音），请参见连音符。

通过快捷键选择时值：
* 1: 64分音符
* 2: 32分音符
* 3: 16分音符
* 4: 8分音符
* 5: 4分音符
* 6: 2分音符
* 7: 全音符
* 8: 二全音符
* 9: 长音符（四全音符）
* .: 打开或关闭附点

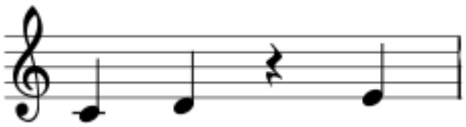
步骤 4: 输入音高或者休止符

除了没有音高的打击乐器外，其它所有乐器都可以通过鼠标直接在乐谱上点击添加音符（打击乐器请参见鼓谱）。不过，用MIDI键盘(见下面)输入会更快一些。你也可以使用电脑键盘输入。

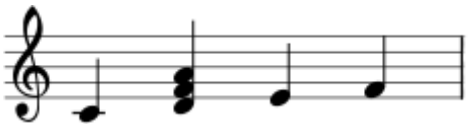
通过键盘上对应的字母输入音高: C D E F G A B C



0 (零键) 可以创建一个休止符： 例如输入 C D 0 E 可以产生如下的结果。注意，你选择的时值也会影响到休止符。

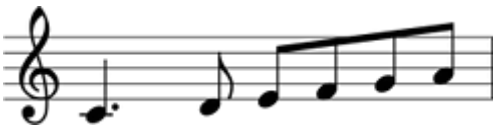


在输入音符时，光标会自动向后移动。如果你想在之前的位置添加一个和声，请按住Shift然后输入一个音高名，例如： C D Shift+F Shift+A E F



如果要创建时值不同的和声，请看多声部。

如果要添加一个带附点的音符，在*选择好时值后*按 . 。例如，5 . C 4 D E F G A，产生如下结果：



当你通过键盘输入音符时，MuseScore会将音符放在上一个音符的紧后面。当输入和声时，新音符放在当前音符之上。这可能会导致错误的八度，可以通过如下快捷键将它们上移或下移：

- Ctrl+↑ (Mac: ⌘+↑)： 将一个音符的音高提升一个八度、
- Ctrl+↓ (Mac: ⌘+↓)：将一个音符的音高降低一个八度、

其它快捷键

音符输入模式中还有一些有用的快捷键：

- ↑ (上键): 将一个音符的音高提升一个半音。
- ↓ (下键): 将一个音符的音高降低一个半音。
- Alt+1-9: 在当前音符上添加一个一度至九度的音程。
- J: 将音符提升为异名同音音符。(例如 E# to F)
- ShiftJ: 将音符降低为异名同音音符。(例如 F to E#)
- Alt+Shift+↑: 升高一个音名
- Alt+Shift+↓: 降低一个音名
- R: 重复当前音符
- Q: 将当前音符的时值减半
- W: 将当前音符的时值增加一倍
- Backspace: 撤销最后输入的音符
- Shift+←: 将当前音符与它之前的音符交换。
- Shift+→: 将当前音符与它之后的音符交换。
- X: 翻转当前音符的符干方向（要重置回自动方向，可以参考元素查看器与对象属性）
- Shift+X: 将符头挪到另一边（要重置回自动方向，可以参考元素查看器与对象属性）

MIDI键盘

你也可以用MIDI键盘输入音高、

1. 将你的MIDI键盘连接到电脑，并且打开开关。
2. 启动MuseScore（必须在连接好并打开键盘之后进行）
3. 创建新乐谱
4. 通过点击（选择）小节1中的休止符，指定输入音符的起始位置。
5. 按N进入音符输入模式
6. 选择音符时值，例如按5选择四分音符（见上面）
7. 在MIDI键盘上按一个音符

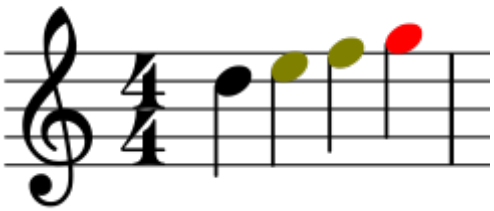
对应的音符应该已经添加到乐谱中了。

注意：MIDI键盘可以一次性输入一个音符或者和声。这种输入方式（一般叫"步进输入"）快且可靠。一些打谱软件有“实时输入”功能，这样演奏者直接弹奏一个曲子，软件就可以记录下音符，不过这种方式通常是不可靠的。MuseScore专注于更可靠的输入方式。

如果你电脑上连接了多个MIDI设备，你可能需要指定MuseScore使用的MIDI键盘。进入 编辑 → 设置... (Mac: MuseScore → 设置...)。在设置对话框中，点输入/输出 标签，然后在“PortAudio”标签下面的段落选择你的设备。

超出乐器音域的音符的颜色

在乐器音域内的音符会显示为黑色，超出乐器音域的音符会显示为红色。对于某些乐器来说，它们的音域取决于演奏者的技巧。对于这种乐器，超出业余表演者能达到的音域的音符会显示为土黄色，超出一般专业表演者能达到的音域的音符会显示为红色。



这些颜色能正常显示在电脑屏幕上，但是不一定能正常打印。要禁用音符颜色，选择编辑 → 设置... (Mac: MuseScore → 设置...), 点击 音符输入标签，取消勾选“音域范围之外的音符用颜色标记”。

小音符/小符头

1. 选择想要变小的音符。
2. 在元素查看器中勾选“缩小的”。音符区段中的勾选框只会影响单独一个音符的符头，和弦区段中的勾选框会影响和弦中所有音符的符头、符干还有标志大小。

通常情况及，小号音符的大小是正常的70%。你可以在样式 → 常规 → 大小中设置大小。

修改已输入的音符

改变时值

要改变单个音符或休止符的时值：

1. 确保你没有在音符输入模式（按Esc退出），并且没有选择任何音符。
2. 点击音符或者休止符，然后用之前列出的时值快捷键或者工具栏中的时值图标改变所选音符的时值。

加长时值会覆盖之后的音符或者休止符，缩短时值会在与下一个音符之前的空隙添加休止符。

例如，想要把三个16分休止符变成一个8分附点休止符：
1. 选择第一个16分休止符。
2. 按4将它变成8分音符。
3. 按.将它变成8分附点音符。

因为时值加长了，后两个休止符都被覆盖掉了。

改变音高

要改变单个音符的音高，先按Esc确保你不在音符输入模式并且没有选择任何音符。然后用鼠标拖拽符头上下移动，或者选择音符后用↑（上键）或者↓（下键）改变音高，你也可以输入字母来改变音名，然后用Ctrl+↓或者Ctrl+↑(Mac: Cmd+↓或者Cmd+↑)将它们移动到正确的八度。

要改变一个音符的异名同音的方式，选择它，然后按J。更多信息请见 临时升降号。

要按固定间距改变一段音乐的音高，见移调。

要在不改变旋律的情况下将一段音乐转换成不同调性，见不改变旋律的情况下改变音高。

如果你的乐谱里有很多错误的临时升降号，你可以试试更改音高命令见临时升降号： 更改音高）。

互相转换音符与休止符

要将一个休止符变成音符:
1. 确保你不在音符输入模式。(按Esc退出)
2. 选择休止符
3. 通过字母输入音高（A–G）。

要将一个音符变成休止符:

1. 确保你不在音符输入模式。(按Esc退出)
2. 选择音符
3. 按0 (零键).

音符属性

- 要调整音符/和弦的水平位置：见偏移音符。
- 要编辑音符的一般属性（间距、偏移、大小、颜色、符头方向、播放等等）：见元素查看器和物件属性。
- 要调整乐谱中所有音符的布局：见布局和格式，尤其是其中的音符章节、临时升降调章节和连音符章节。

延伸阅读

- 鼓谱
- 指板谱
- 连音符
- 多声部
- 共享符头
- 设置

外部链接

- 如何输入和声
- 如何输入休止符
- 如何让符干跨越五线谱
- 视频教程: MuseScore in Minutes: Lesson 3 - Note input
- 视频教程: MuseScore in Minutes: Lesson 4 - MIDI Keyboard Input
- 视频教程: MuseScore in Minutes: Lesson 5 - More Input Ideas

Do you have an unanswered question? Post it in the forum.