

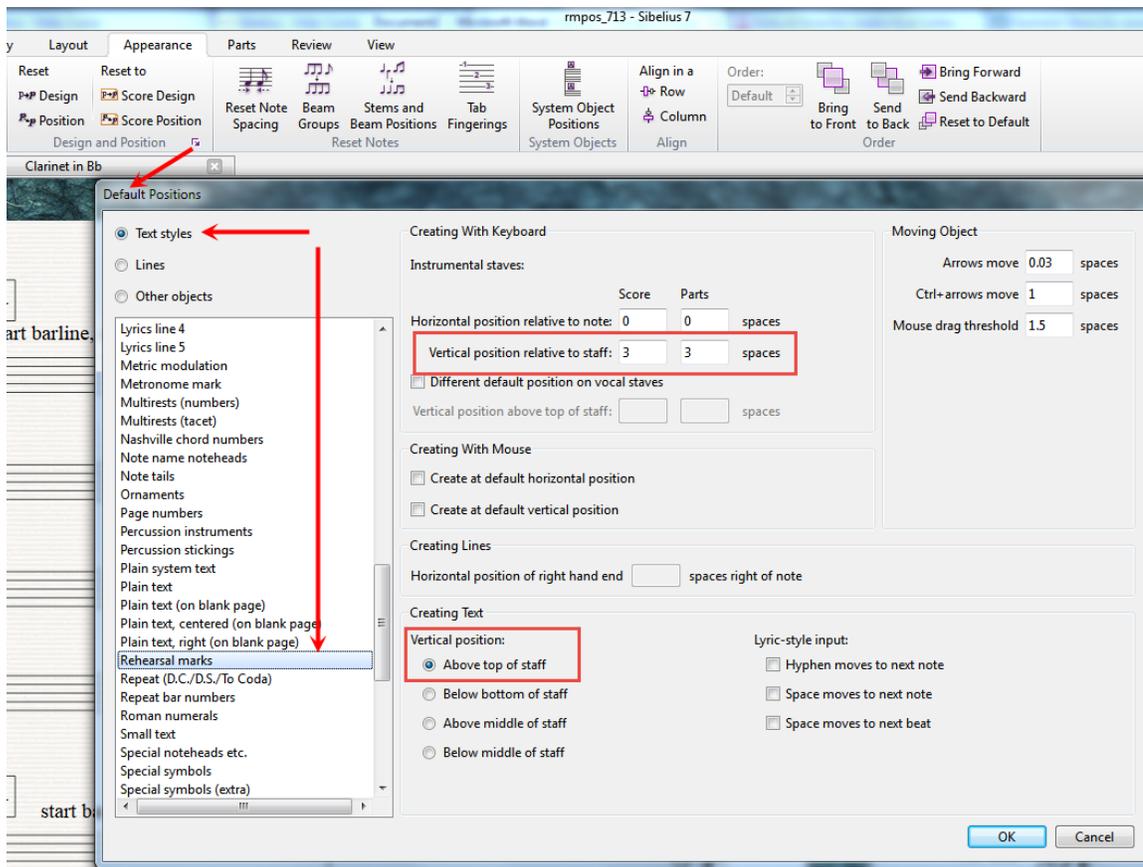
Using the Position Rehearsal Marks plugin

Bob Zawalich March 15, 2014, updated July 19, 2019

The Position Rehearsal Marks plugin shifts the horizontal position of Rehearsal marks (RMs) or Text objects that use the Rehearsal Mark text style that are found at the start of a system, so that the Rehearsal Mark is centered over the clef (if present).

Aligning the RM with the left barline is really not possible to do, but an approximation to that will be described below.

The plugin does not affect the vertical position and system objects, such as Rehearsal Marks, except indirectly through the use of Magnetic Layout. So this is important: *Before or after running the plugin, vertical position can be changed by changing the Default Position settings for the Rehearsal Mark text style.*



You can use the plugin to turn Magnetic Layout off on the moved plugins, but this is not generally recommended. You might want to consider turning off the display of bar numbers at the starts of systems to avoid collisions with Rehearsal Marks.

The Position Rehearsal Marks plugin can process the currently visible part, the full score, the full score and dynamic parts, or the dynamic parts only, so you can align the RMs for a score and all its parts in one pass. You choose which score or parts to process in the initial plugin dialog:

Position Rehearsal Marks - Version 02.00.00 - by Bob Zawalich

This plugin horizontally centers Rehearsal Marks, Rehearsal Mark Text, and other objects that are in the first bar of a system, over the clef. It works in a full score, in each dynamic part of a score, or in the currently active part in an open score. It can process a folder of scores. Open scores are neither saved nor closed.

Text, Lines, and Symbols in the first bar of a system can also be left aligned to the middle of the clef.

All bars in the score are normally processed. The selection is only used when processing the active part or score in the current score.

For each file processed, change

- Active part or score in file
- Full score only
- Full score and dynamic parts
- Dynamic parts only

Use extra spaces to shift left (-) or right (+)

Rehearsal Marks / RM Text:

1 character ("A"):	-0.4
2 characters ("AA"):	0.50
3 characters ("AAA"):	2.0
4+ characters ("AAAA"):	3.4

Non-RM/RM Text: -2.63

Left align text, symbols, and lines also

Turn off Magnetic Layout on moved objects

Trace score / parts processed

Do not show this dialog (this Sibelius session)

Process Folder... All Open Scores Current Score Restore Extra Cancel

The default setting is for the active part or score in a file, and this is most useful when you use the Current Score button to process the currently visible score.

If you choose Full score only, then the full score will be processed, even if a different part is showing.

As you can see in the dialog, you can process the current score, all open scores, or a folder of scores.

If you process the current score, the plugin will process only the bars selected. If there are no appropriate RMs in the selection, it will ask if you want to process all the bars in the score. The score will not be saved nor closed after it is processed.

If you process all open scores, all the bars in the scores will be processed, ignoring the selection. If the Active part or score option is chosen, then whichever score or part is visible will be processed. The option is sometimes useful if you want to process several scores at once but not all the scores in a folder. The scores will not be saved nor closed after they are processed.

If you process a folder of scores, the Active part or score will be the full score for any files that the plugin opens, and the current part for any scores from the folder that are already open. Scores that the plugin opens will be saved and closed by the plugin. Scores in the folder that were already open will be neither saved nor closed.

Moving Rehearsal Marks

Rehearsal Marks and Rehearsal Mark Text at the start of systems will be moved left, past start repeat barlines, time signatures, and key signatures, so they will be centered over the clef, or where the clef would be.

The plugin can also left-align selected text, line, and symbol objects to the center of the clef. (RMs and its text are defined to be centered, but the other objects are assumed to be left aligned). If you want such objects *centered* over the clef, you will have to make those adjustments manually.

If Magnetic Layout is on, as it usually is, you may find that the presence of bar numbers may keep the RM from being centered. You can use the option to remove Magnetic Layout if you do not mind the overlap, or you can turn off the display of bar numbers in Engraving Rules, or you can set the vertical position of the RMs to be higher than the bar numbers to avoid them. I have found this to be more of a problem in parts than in full scores.

The plugin cannot tell if you have hidden a key signature using the Inspector or Property Window, and it will move the RM incorrectly if you have done so. Repositioning time signatures or barlines can also affect the calculations that the plugin makes.

If you edit the score after running the plugin so a RM is no longer at the start of a system, it will retain the position adjustments made by the plugin. Selecting the RM and using Reset Position is probably the easiest fix for that.

You can run the plugin multiple times, and it will adjust all moveable objects that it finds that are at the start of a system. Running the plugin in Panorama view is not recommended.

Approximating aligning the RM with the leftmost barline

Rehearsal Marks are centered objects, and even changing their definition in the text style does not appear to change that. The shifts the plugin makes tends to keep the RMs centered over the clef, though it will be off a bit depending on the fonts used.

You can make some small adjustments using the *Extra spaces to shift left and right* fields in the dialog.

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Restore Extra Cancel

Process Folder... All Open Scores Current Score

These numbers are not offsets from the default horizontal position of the Rehearsal Mark as would appear in the Inspector, but are instead offsets from the horizontal position as it is centered over the clef. This is not a fixed number, but varies depending on whether there are key signatures, time signatures, or start repeat barlines in the bar, and on the number of accidentals in the key signature.

There are default values available in the dialog that work pretty well to align to the left barline for scores using Opus font. If the checkbox is unchecked, all the offsets are ignored, and the edit controls are disabled. If you enable the checkbox you will be able to edit the values, and those numbers will be saved across Sibelius sessions. If you decide you need to go back to the original values, the *Restore Extra* button will reset the offsets to the values that the plugin started with.

There are 4 offsets that are used for Rehearsal Marks and RM Text, which vary by the number of characters in the object. There is also a single value used for all other objects, independent of length.

You will probably need to tinker with these settings and run the plugin multiple times to find something that seems satisfactory. The settings allow you to make different adjustments based on the number of characters in the text of the RM (up to 4; if you have more than RMs larger than 9999 the higher ones will use the same adjustment as the 4 character RMs).

The offsets will be applied to both the full score and parts, so you may find you will need to process these separately, with different values.

If you want to align to the left barline, you can get fairly close using the default values.

This is not at all perfect, because, for example, CC and DD are somewhat different widths, and II is even worse, so the same adjustment will not align all the RMs of the same length. (A plugin has no way to know the actual width of the characters, it only has access to the number of characters).

These adjustments may at least get you close enough to the barline so that fairly small adjustments will be all that is required.