

First steps with FORTE

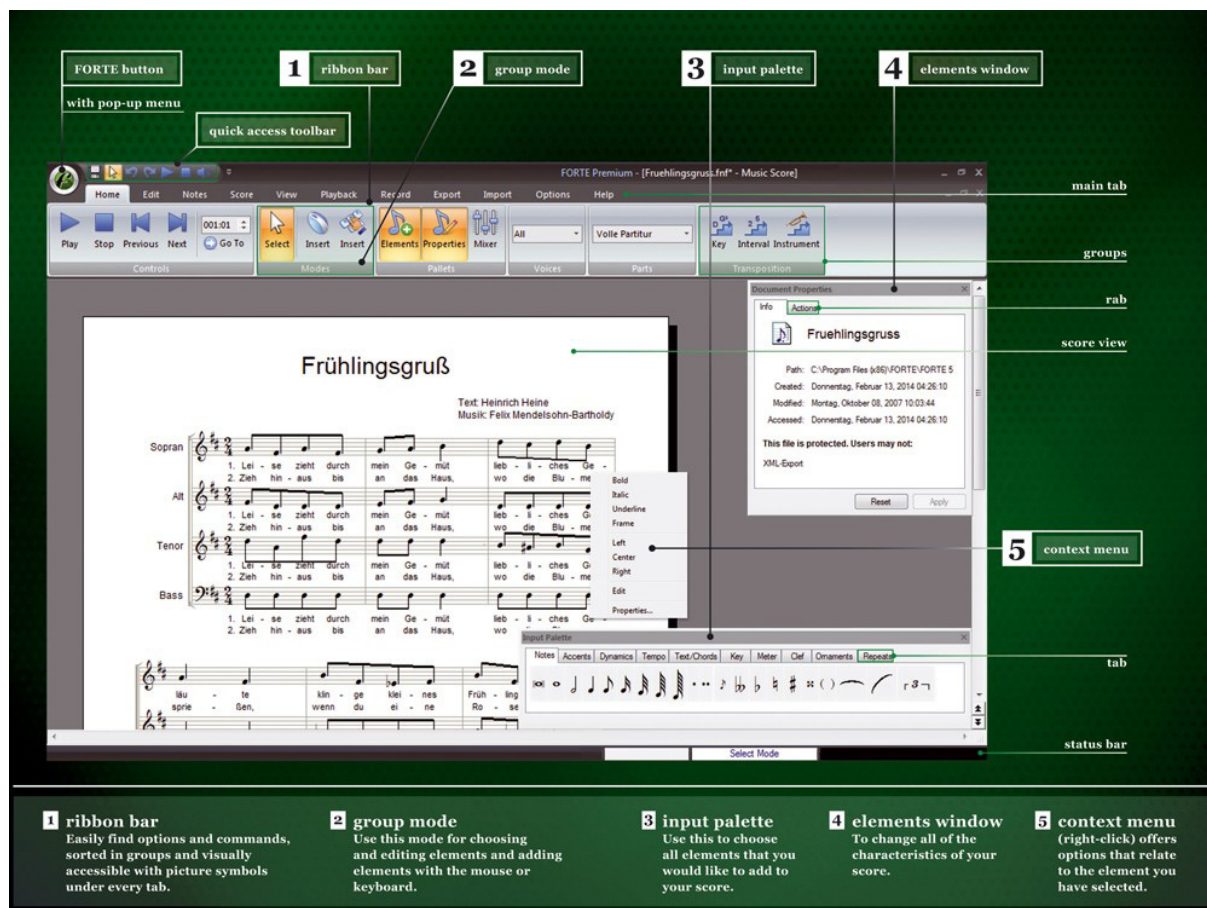
Welcome and thank you for your interest in FORTE!

In this document we will show you the most important tools.

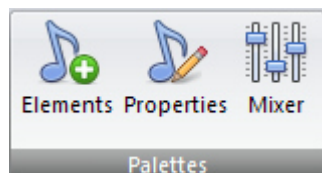
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1. User Interface of FORTE

The user interface of FORTE consists of the following elements:



Four of these elements you will frequently use during the course of creating your compositions:



The Input Palette (Elements)

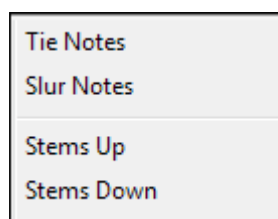
Contains all musical symbols that you can add to your score.

The Properties Palette

With that tool you can edit the properties of all musical symbols.

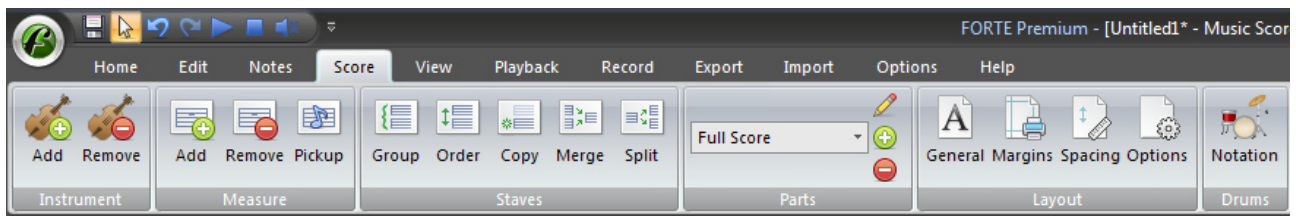
The Mixer

Can be used to adjust tempo, volume and other performance options.



The Context Menu

Right mouse click on an element of your score provides an additional menu where you can find specific commands.

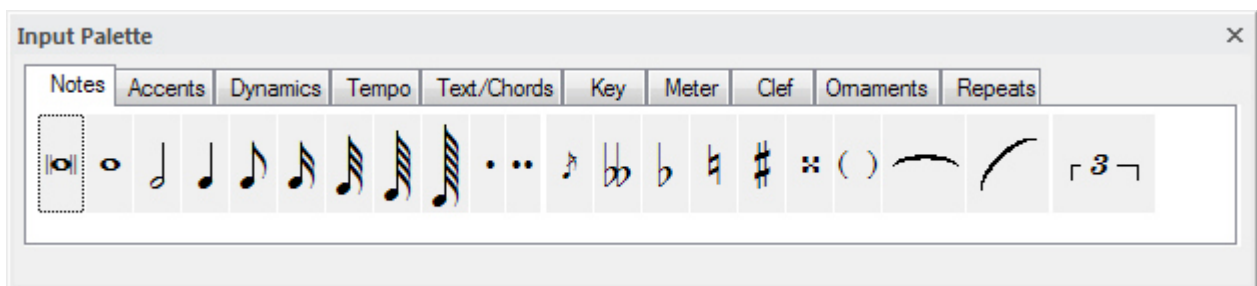


The user interface of FORTE uses a ribbon menu. All commands and actions are sorted by function organised in 11 main tabs and several groups. E.g.: If you want to edit the layout you will find in the main tab “Score” various actions to edit the layout of your score.

2. Using FORTE

The Input Palette

The Input Palette is quite literally a palette of music symbols that you can add to your document. Whenever you want to add a music symbol you should go to the Input Palette first.



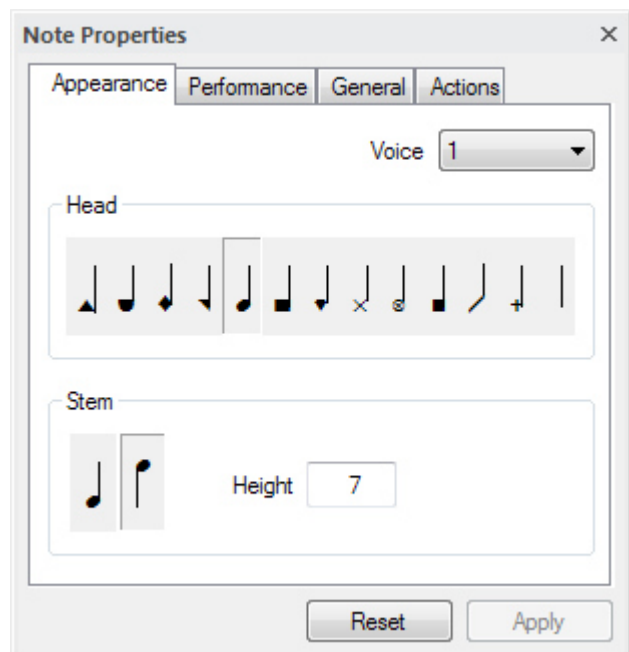
(It can be displayed by clicking on its respective tool button or by pressing “Alt+1”)

The Properties Window

The Properties Window is used to edit and modify all music symbols you have inserted into your music document.

The usual method of editing your score is to select a music symbol then use this tool window to change the desired properties.

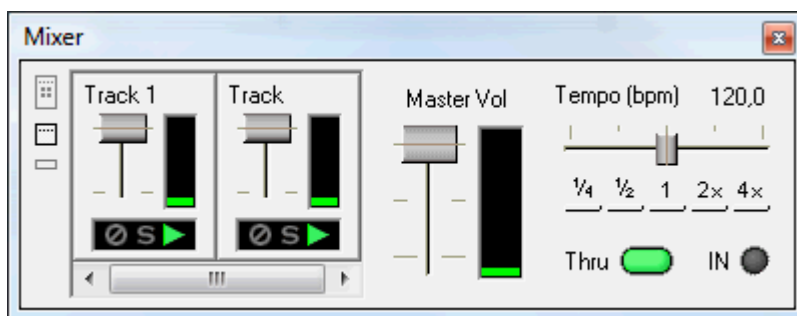
It can be used to modify literally hundreds of different symbol characteristics. Everything from the style of a note, the shape of slurs and ties to the spacing around a staff can be changed using the Properties Window. It’s one of the most commonly-used tool windows in the entire application.



(Double click on a musical symbol or press “Alt+2”)

The Mixer

The Mixer is a full-featured mixer that you can use to control the interaction of different tracks in your music document. It's also used to select tracks so that you can change any track properties.



(The mixer can be displayed by pressing "Alt+3")

3. The Modes

The following toolbar buttons are used to switch between the different modes:



Select Mode

Use this mode when you want to select music symbols in order to edit, copy, delete, move or perform some other actions. In this mode you can use the Properties Window and the Context Menu. (Ctrl+1)

Insert Mode (mouse)

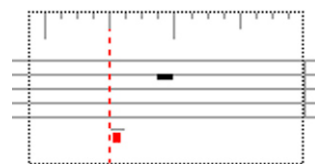
Switch to this mode when you want to add new music symbols to your document using the mouse. This mode is automatically selected when you click on a symbol in the Elements Palette. (Ctrl+2)

Insert Mode (keyboard)

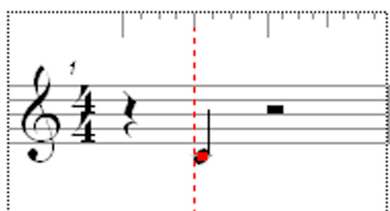
Select this mode when you want to add new music symbols to your document using the computer keyboard. See the Help menu for a key mapping (Help > Keyboard Mode). (Ctrl+3)

4. The Music Ruler

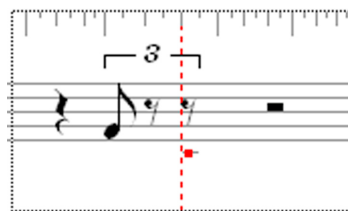
The Music Ruler appears automatically when you are entering music symbols in your score (in Insert Mode) and provides a very intuitive way of specifying in which beat or sub-beat in the measure the symbol is to be entered.



With help of the Music Ruler you can enter notes anywhere in the measure without having to enter rests. The following example shows you how it works:



Rests are automatically created after you have entered a note.



The ruler will be set to the meter or symbol you want to enter.

Do you want to know more about FORTE and its functions?

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