MATH 109 / MUSIC 109M

TO ENTER NOTES INTO A FINALE FILE FROM THE KURZWEIL

Three preliminary checks: First, be sure the black button on the green USB interface box is pushed in (USB). The green USB light should be pulsating, indicating there is a MIDI connection between computer and synthesizer. Then, after opening a Finale file, go to MIDI Setup under the MIDI menu item and be sure the Send MIDI Synch box is unchecked (off). Finally, under the Window menu item, open Instrument List and turn off Send Patches Before Play.

1. On the Kurzweil, hit the PROGRAM button. Select a channel to provide the metronome sound (any channel is okay).

2. Scroll through the instrument sounds and select one to be the metronome sound. It’s obviously best to select an atonal percussion sound. Preset instruments 50-65 are all percussion.

3. In Finale, select the HyperScribe Tool, the one with the keyboard icon. This tool will play the metronome while it records the notes you play on the Kurzweil keyboard.

4. Under the HyperScribe menu item, select Record Mode. If you want your notes to go onto one staff, select Record into One Staff. If you want notes to go onto two staves, say treble and bass, select Split into Two Staves, and you will be prompted to choose the note which will be the “splitting point”. MIDI note 60 – middle C - is the default.

5. Again under the HyperScribe menu item, select Beat Source and then Playback and/or click. This allows you to select the tempo and which durational note the metronome will play. Make these selections.

6. Also, set Start Signal for Recording to Any MIDI Data.

7. In the same dialogue box, select Click and Countoff. This brings up a new dialogue box that allows you to select the number of count-off measures you will hear before recording, and to select the drum sound you wish to hear as a metronome.

8. In the upper right corner of this box, select the number of count-off measures you desire.

9. On the Kurzweil, find a drum sound to be the downbeat sound (first beat in the measure) and one to be the backbeat sound (all other beats in the measure).

10. You communicate these selections to the Kurzweil by selecting the Listen boxes. When you do this you see a box that says “Finale is listening.” When you play the sound on the Kurzweil, that sound has been selected. Note that Finale records the channel and the key velocity as well.
11. After clicking OK twice to dispense with these dialogue boxes, again go to the HyperScribe menu item and select HyperScribe Options… . In this dialogue box Receive On: should be set to All Channels.

12. Now select Quant Settings. In the Quantization Settings dialogue box, the most important thing to set is the Smallest Note Value, which tells Finale to “round off”, accommodating for inaccurate keyboard playing. It’s best to select the smallest note value that will be used amongst the notes you intend to enter. There are other choices you can make here which are self-explanatory. When you are finished, click OK to close the dialogue boxes.

13. On the Kurzweil, select a channel other than the drum channel and scroll to find a desirable instrument for entering notes (a piano, for example).

14. In Finale, with the HyperScribe Tool selected, mouse click the first measure where you want note entry to occur. You will see a box enclosing the measure. You are now ready to record.

15. The first note you play on the Kurzweil keyboard is not recorded. It triggers the metronome, which should commence. After hearing the number of count-off measures you have selected, begin playing the keyboard. Your notes will be entered into the Finale file. When you are finished, a click of the mouse will stop the metronome sound.

16. To play back the notes using the same instrument you used to enter them, go to Instrument List in the Window menu and be sure the channel selected for the staff where the notes were entered matches the one you used to enter the notes.

17. You may now edit the notes you have entered using one of the note entry tools. Not only have the notes you played have been recorded; the precise durations and the key velocities you played in were recorded as well. These can be edited with the MIDI tool, the one whose icon resembles a MIDI plug-in socket.