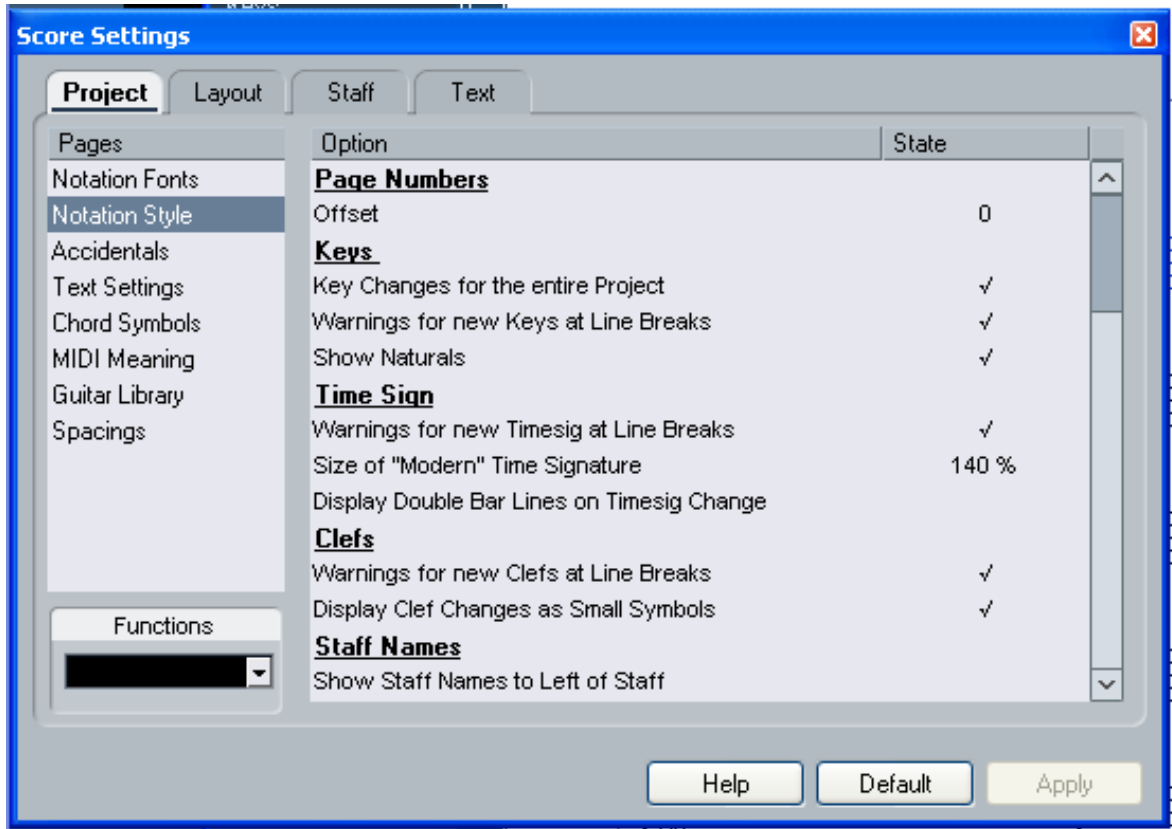


Cubase 4 Score - Changing the Key

When editing keys, there is one important thing to note:

On the Score Settings–Project page, on the Notation Style subpage (Keys category) you will find the option “Key Changes for the entire Project” (activated by default).



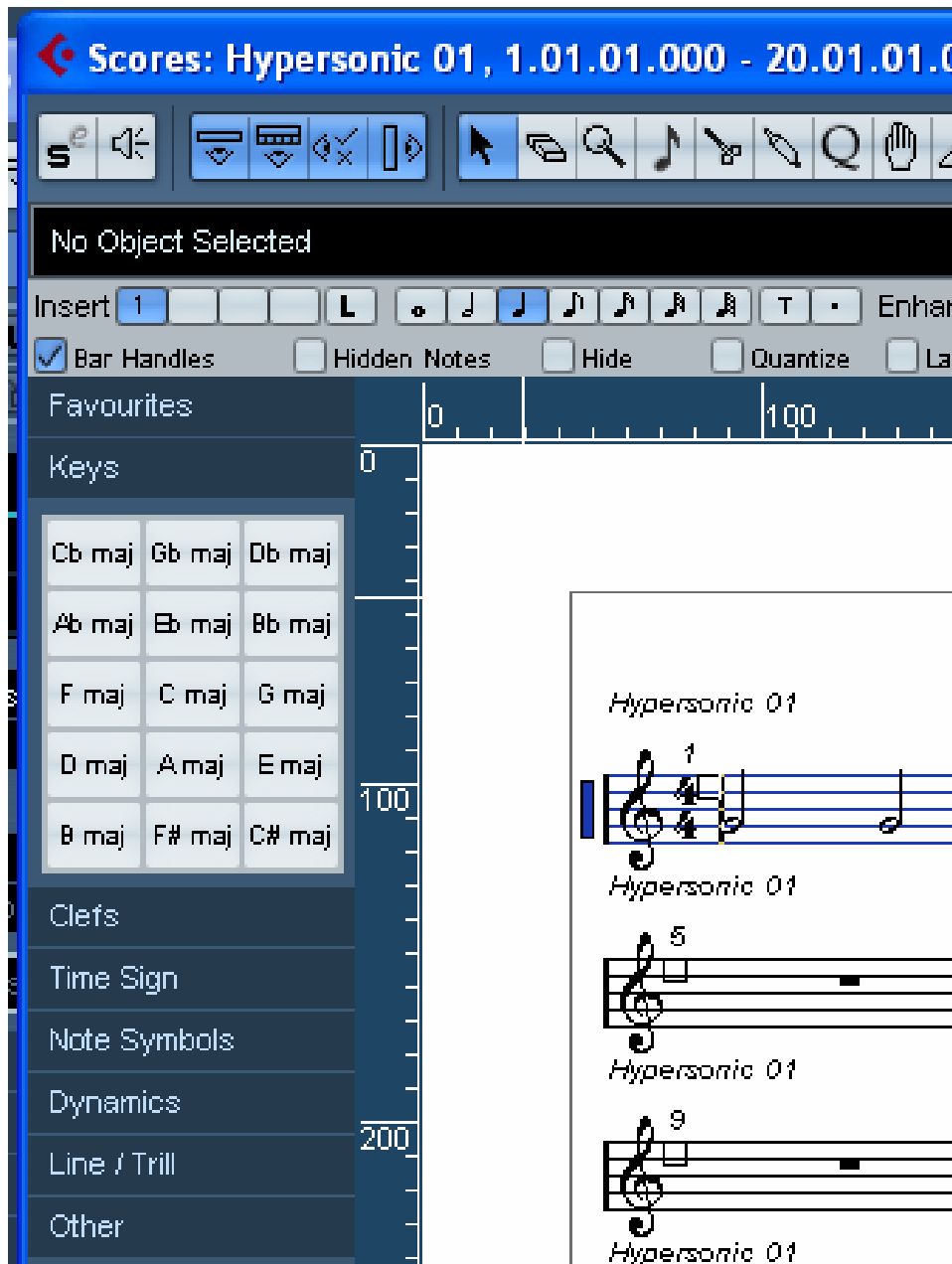
When this option is activated, all changes made to the key will always affect every staff in the project, i.e. it is not possible to define different keys for different staves (other than the relative display transpositions for transposing instruments as set up in their respective Staff Settings). Also from the Staff settings dialog, any staff (e.g. a drum staff) can be set to not show key signatures.

Therefore, when you want to edit the key, decide if you want the key change to apply to the entire project, or if you want to use different keys on different staves:

- If the key set at the beginning of the track is to be used on all staves, and if any subsequent key changes are also valid for all staves, then leave the option “Key Changes for the entire Project” activated.
- When you want your track to use more than one key on different staves, make sure that the option “Key Changes for the entire Project” is deactivated.

Changing the Key

You can change the key by selecting the Keys option from the Score Inspector.



Click on the key you would like to use and then click the measure you would like to add the change to.

Favourites

Keys

Cb maj	Gb maj	Db maj
Ab maj	Eb maj	Bb maj
F maj	C maj	G maj
D maj	A maj	E maj
B maj	F# maj	C# maj

Keys

Cb maj	Gb maj	Db maj
Ab maj	Eb maj	Bb maj
F maj	C maj	G maj
D maj	A maj	E maj
B maj	F# maj	C# maj

Clefs

Time Sign

Note Symbols

Dynamics

Line / Trill

Other

100

200

300

Hypersonic 01

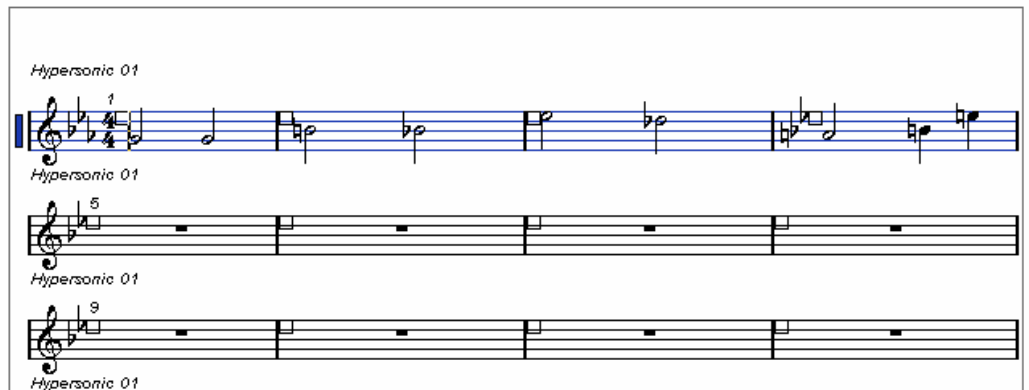
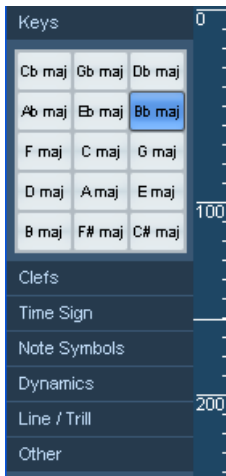
1

5

9

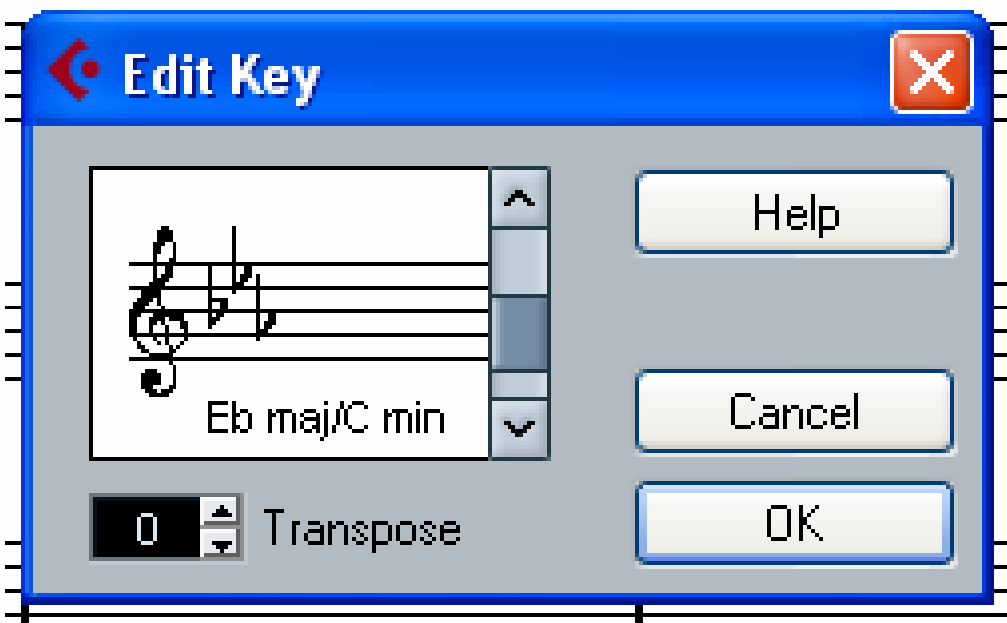
13

17



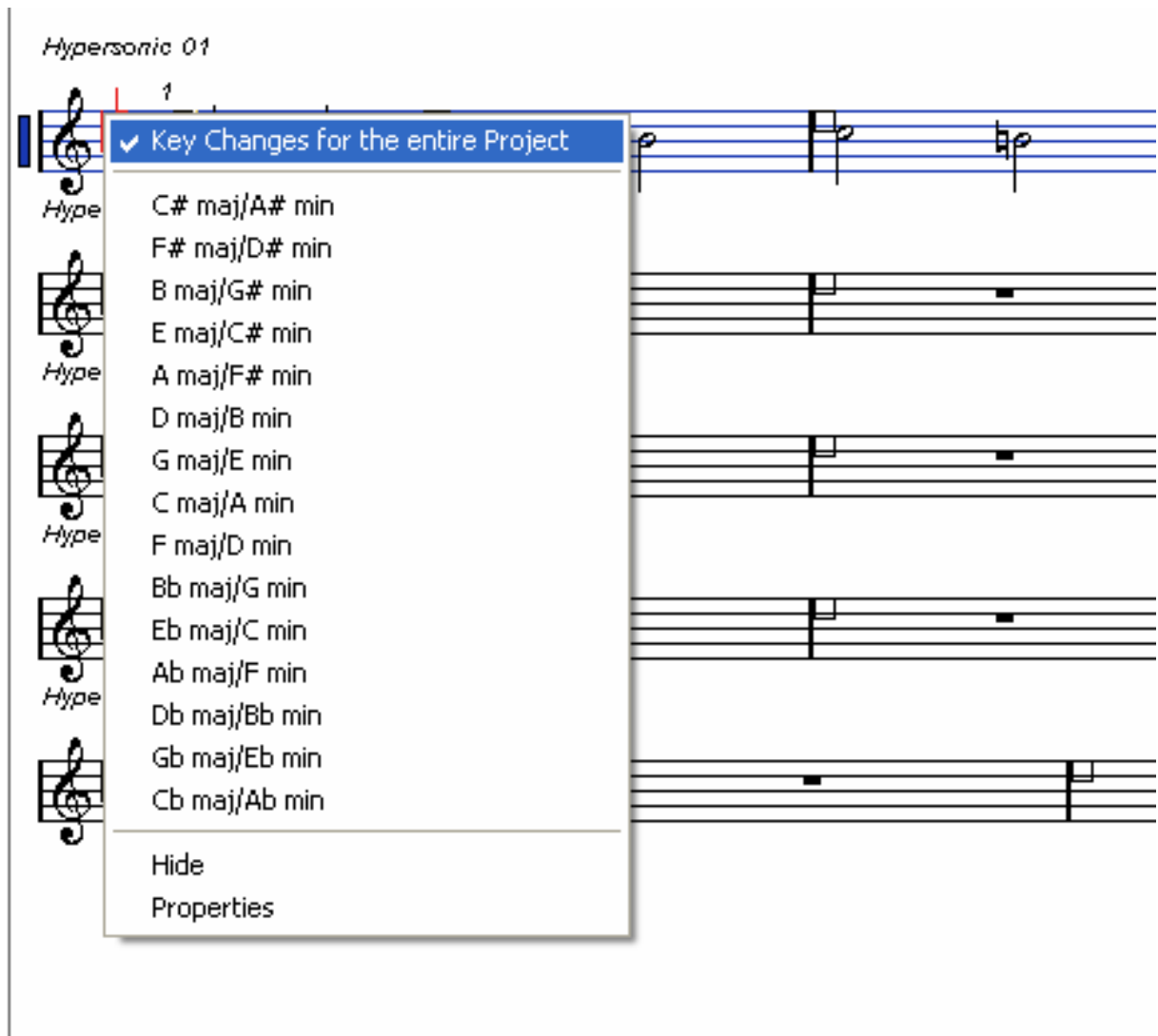
If the current key is anything but C major/A minor (no accidentals) you can set the key directly in the score:

1. Double click on the accidentals at the beginning of a staff.
The “Edit Key” dialog appears.



2. Use the scroll bar on the right to select a key and click OK.

When you right-click on a key symbol, a context menu with a list of all available keys is opened. This menu also contains the following options:



- Key changes for the entire Project - If this option is activated (default setting), all changes made to the key will always affect the entire project, i.e. it is not possible to define different keys for different parts of your project.
- Hide - If you select this function, the key will be hidden.
- Properties - If you select this function, the dialog “Edit Key” is opened.

Also from the Staff settings dialog, any staff (e.g. a drum staff) can be set to not show key signatures.