

Adding a Selective Damp symbol

Selective damp currently isn't provided in Dorico as a handbell symbol. Further, playing techniques don't have a setting to put the technique on the stem of the note to which the technique applies.

However, there is a way to get around it. The procedure below details how, and since this procedure changes your Dorico installation, you'll have the symbol available in any Dorico file.

Many thanks to Dan Kreider for his help!

Choose a stem-based item that you can sacrifice for this purpose. I chose the four-stroke tremolo, because I have virtually no chance of ever using it in handbell music (or anywhere else).

To inject the selective damp symbol:

Library -> Music Symbols... This opens the music symbol editor.

Select **Tremolos** from the **Category** pulldown menu.

Select **Combining Tremolo 4**. This is the symbol you're going to replace.

The glyph for the four-stroke tremolo is already selected. Click on the little trash bin on the lower right corner of the glyph editing window to delete it.

On the right-hand part of the editing interface, select:

Glyph

Font: **Finale Maestro** (or whichever one you prefer)

Range: **Handbells U+E810 - U+E82FB**

Selective damp symbol

Add glyph

This will add the selective damp glyph to the editor window.

Resize the glyph to your preferred size. I've used eight grid squares on a side.

Drag the glyph to the center of the grid.

Click on **OK**.

Now that **Combining Tremolo 4** has been redefined to be the selective damp symbol, you can create a macro to access it conveniently:

Open any score and select a note. If you've started with an empty score, add a note and select it.

Script -> Start Recording Macro. This enters macro recording mode.

Engrave

In the bottom zone, select **Notes and Rests -> Single Stem Tremolo**.

From the **Single Stem Tremolo** pulldown menu, select **Four strokes**.

Script -> End Recording Macro.

Dorico displays a popup dialog so you can enter your macro name. I used "**selective_damp**". Click **OK**.

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Now you can add a selective damp symbol to a selected note via **Script -> selective_damp**.

Voilà!

Save your Dorico project to MusicXML. The command is File -> Export -> MusicXML... That will bring up a panel where you define your project export. Specify the folder and MusicXML filename, and then export your project. For the purposes of this procedure, I'll call that file **project.1.musicxml**

Import project.1.musicxml into Finale. Finale should then display your score.

Use the Finale BUC generator plugin to generate the BUC for your score. If you use the options I like, then you'll get one BUC bar for each type of notehead (so, one for bells, one for chimes, etc.)

Export the Finale file to MusicXML. I'll call this second MusicXML file **project.2.musicxml**.

Import project.2.musicxml into Dorico. Just like magic, you get a copy of your original Dorico score, but with your BUC. Note: You probably don't want to use this score to replace the original one, because there might be things that don't translate will through the export-import process.

If you haven't already done so, create a new flow for each type of notehead in your BUC. The interface that you get in Setup mode will display boxes at the bottom for each flow in your project. You can drag these horizontally to put the BUC flows before the score.

Copy-paste the content of each BUC bar into your original score. Copy the chart for the bells into the bell BUC flow, etc.

Clean up each BUC flow. Often the BUC bars will have one or more extra rests at the end; this is normal because of how Finale generates BUCs. A nice, clean way to deal with this is to set the time signature in the BUC to fit everything before the rest(s) (so, 17/4 if there are seventeen notes). This will put the rest(s) into their own bar, which you can then delete. Then in Edit mode, you can select the time signature and click the "Hide time signature" option in the bottom zone to make it invisible.