

Finale's Time-saving Plug-Ins

Finale has more than 50 time-saving plug-ins for specialized notation tasks.

- **Add Cue Notes** – on any staves, in any layer, at any percentage.
- **Apply Human Playback** – applies discrete Human Playback styles to specific regions of your piece, and allows you to edit the output of Human Playback with Finale's MIDI Tool.
- **Automatic Barlines** – can place double-barlines automatically before all key changes and a final barline at the end of the score.
- **Auto-Dynamic Placement** – automatically places dynamics on the score based on the key velocity of notes entered.
- **Auto Slur Melismas** – analyzes your lyrics, and automatically places slurs anytime a syllable lasts for more than one note. You can even specify dashed slurs in situations with multiple verses.
- **Band-in-a-Box Auto-Harmonizing** – lets you automatically create an entire orchestration from any melody with or without chord symbols.
- **Beam Over Barlines** – lets you easily create beams over barlines.
- **Canonic Utilities** – transforms the selected region using inversion, retrograde, transposition or any combination of these. Also use this plug-in to apply or remove accidentals to every note within a selected region and remove ties in any selected region.
- **Cautionary Accidentals** – can be added to your score including accidentals displayed on all notes.
- **Change Font** – allows global editing of text boxes, staff names, group names and lyrics.
- **Change Noteheads** – changes the noteheads of all the notes in the selected region.
- **Change to Default Whole Rests** – changes all the whole measure rests in the selected region to default rests.
- **Change to Real Whole Rests** – changes all the default measure rests in the selected region to real whole rests.
- **Check Range** – verifies the range of notes for selected instruments with settings for beginner, intermediate and advanced players.
- **Check Region for Durations** – checks the selected region for any measures that have too few or too many beats.
- **Chord Analysis** – looks at your notes and generates chord names from the harmony, analyzing any number of staves across any region and placing chord symbols automatically according to your specifications.
- **Chord Morphing** – generates a variety of smooth between-chord transistions.
- **Chord Reordering** – finds new placement options for chords.
- **Chord Realization** – generates four-part realizations of a triad based on major key and scale degree specified.
- **Chord Splitting** – creates subsets of the original chord.
- **Classic Eighth Beams** – beam eighth notes together when using common time over the selected region.

- **Clear Lyric Positioning** – resets any changes you've made to your lyric baselines in the selected region.
- **Clear Measure # Positioning** – clears all measure number positioning in the selected region and sets it back to the default position.
- **Command Line** – allows for quick note entry by typing in specific text commands.
- **Common Tone Transposition** – creates a series of transpositions of the chord where one note is equal to one note of the original chord.
- **Count Items** – displays a count of various items in your score such as measures, notes and articulations.
- **Create Coda System** – automatically creates a separate Coda section and adjusts the layout, with space before the coda, text, symbols, and properly configured playback.
- **Create Tempo Markings** – is an easy way to make tempo markings that also affect playback.
- **Cross Staff plug-in** – moves notes across staves with a single keystroke.
- **Drum Groove** – add drum parts to your score – add more by simply placing any MIDI file in the drum groove folder – the plug-in intelligently cuts and pastes ONLY the drum and percussion information.
- **FinaleScript®** - apply a change or series of changes using many of Finale's features and options to a single Finale document, or batch process multiple Finale documents at once.
- **Find Range** – finds the highest and lowest notes in the selected region.
- **Frequency Modulation Chord Generator** – generates a series of chords with increasing complexity and texture.
- **Global Staff/Group Attributes** – applies the same staff or group attributes to any staves or groups.
- **Latin Percussion** – for lively, authentic rhythms. Add these rhythms – all correctly notated – to any piece, instantly.
- **Melodic Morphing** – creates a melodic transition from one melody to another.
- **Midline Stem Direction** – changes the stem direction of notes on the middle staff line to follow the direction of the melodic line.
- **Mid-Measure Repeats** – makes it easy to put a repeat in the middle of a measure, without impacting measure numbering.
- **Move Rests** – move rests in the selected region to a different vertical position.
- **Number Repeated Measures** – places numbers over measures that are repeated again and again.
- **Patterson Beams** – applies additional beaming options for the most elegant beams imaginable.
- **Piano Reduction** – creates a piano reduction of the selected staves.
- **Resize Noteheads** – can resize regions of notes including any specific voices within a staff making it easy to notate harmonization.
- **Rhythmic Subdivision** – changes the selected region to eighth notes, or divides all your notes in half.
- **Score System Divider** – automatically inserts or removes system separation marks between staff systems on the same page.

- **Smart Cue Notes** – search an entire score for cue note opportunities, and add them automatically.
- **Smart Page Turns** – tell Finale to intelligently edit the layout of an entire part to avoid awkward page turns.
- **Split Measure** – automates the process of splitting a measure across two systems, right down to the proper flow of measure numbers.
- **Split Point** – this plug-in lets you reset the split point between two staves in the selected region.
- **Staff Set-up** – places selected instruments automatically adding appropriate clef, transposition and instrument name.
- **Text Search and Replace** – lets you search and replace text items or phrases.
- **TGTools** – lets you align/move dynamics; add easy string harmonics fast; create tremolos for display and playback; write your own script to automate common tasks; and add a playback effect to glissandi, hairpins, and trills; the ability to specify a different split point for selected regions (or automatically analyze your music and make intelligent split point decisions); easily create parts from staves in which multiple instruments have been notated; automatically minimize rests by expanding preceding notes, and to automatically generate a “handbells used” chart.
- **Tie Common Notes** – inserts a tie between any two successive notes if the notes have the same pitch.
- **Update Brackets and Groups** – changes multiple items simultaneously, even on previously optimized scores. Convenience and flexibility sure to please engravers.
- **Vertical Collision Remover** – easily adjusts white space between staves, systems, and instrument groups.
- **Virtual Fundamental Generator** – automatically gives the appropriate “root” for any selected group of staves.
- **Voice 2 to Layer** – moves Voice 2 entries to the selected later.
- **Word Extensions** – is a very easy way to add or remove word extensions to or from your lyrics.
- **Also:** Flat Beams (add/remove), Ledger Lines (hide/show), Notes and Rests (hide/show), Slash Flagged Grace Notes (add/remove).