



## StaffPad Change Log: v1.1.1.2

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### New Features:

- Added file association for StaffPad files in Windows (can double-click to open now)
  - Instrument reordering support
  - Multirest support for printed scores
  - Added custom time signature support
  - Metronome marking now support dotted notes and "ranges" of tempo
  - "Recently used" tiles for "insert text"
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### Recognition:

- Two-stroke flats
  - Whole/half rests
  - Ties
  - 8th rests in multi-voice settings
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### Performance:

- Improved rendering speed and inking performance
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### Playback/Instruments:

- Improved playback of tempo markings
  - Fermata playback
  - Fixed jump playhead issues
  - Headphone vs. speaker reinitialization on device change.
  - Extended range of Alto Saxophones
  - Updated nylon guitar, mandolin, dulcimer, and toy glock to use single treble stave instead of grand staff
  - Fixed Eb Clarinet transposition
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### Printing:

- Fixed stability
- Pending bars at the end of the score now print out

- Fermatas print properly
- Better handling of margins
- Added preference against single bar in final line.
- Fixed rehearsal mark and tempo positioning issue during print layout
- Fix for ledger lines of the trilled note
- Print part separation based on staff index, not on instrument name -- multiple trumpet parts, for example, no longer each print with all trumpet staves.
- Printing empty scores does not crash anymore.
- Fixed time signature spacing on first line of printed percussion staves.
- Fixed printer header bug; headers now properly printed only on on 2nd+ pages of printed instrument parts.
- Ensured each separate instrument trims the same number of bars from the end when preparing printed parts.
- Fixed error with starting clef/key/time signature for single-bar lines.
- Fixed printing errors after renaming instrument names
- Fixed incorrect page numbering when printing instrument parts

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#### Fixes/Other:

- Score details on main screen now show up properly
- Spacing for large time signatures (e.g., 6/1)
- Stability - eliminated causes of various crashes
- "Export" for StaffPad files added as menu option separate from MusicXML export.
- Better "pending bar completion"
- Better error messages during copy/paste
- Ensure changing from a final barline triggers a proper score redraw
- Save/load reversed stem state of bars.
- Improved MusicXML compliance on import/export
- Save files not properly store/restore cut/common time signatures
- Fixed bugs in save/load of pedal markings
- Separate handling of Alt+Click and double tap events
- Multiple bar selection, Expanding and shrinking bar selections with Alt+Click is now possible
- Improved/fixed barline save/load, including start+end repeat symbol
- Changed Drum Kit to use five line staff with percussion clef.
- Now beam is horizontal when beamed notes are disposed in a repeated pattern (see p.22, b) in Behind Bars)
- Fixed preview pitch playback in the bar after a clef change.
- Fixed issue when tapping on the staff name when first staff is a grand staff
- Offset corrected when adjacent grace chords on different voices

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Internal:

- Added "recent news" tab
- Insert text dialog rework
- positioning tempo markings/text at beginning of bar if only a whole rest instead of over the rest.
- Refactored the "suppressed" key signature mechanism for percussion clefs; fixed printout issue where perc clefs still had key signatures on lines 2+.
- Fixed crash related to full-scale panning to the right
- Fix to make playback event generation more robust on scores with malformed tempo markings. This is a temporary fix until a more complete tempo rewrite can be done.
- Reordered XML elements for "note" to match strict ordering in standard (and make Finale stop complaining during import about this).
- Export saves number of staff lines for all instruments.
- Import reads number of staff lines for non-matching instruments (UserDefinedInstruments).
- Bug fixed with tremolos on beamed chords (all chords being outside the staff)
- Fixed fermata 'undo' bug.
- Inconsequential change to build output directory/options.
- Fixed bug where spurious key signatures would appear for percussion clefs.
- Fixed on screen keyboard "bounce" when inserting text via a button tap.
- Now slurs and tuplets avoid collision with trill notes
- Bug fixed on trill note position/bounds
- Octave bounds corrected when octave applied to one beat only