

The Find Next / Find Previous One of These plugins

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Find Next One of These and *Find Previous One of These* examine the first object in a selection and find the next or previous object in the score with the same properties.

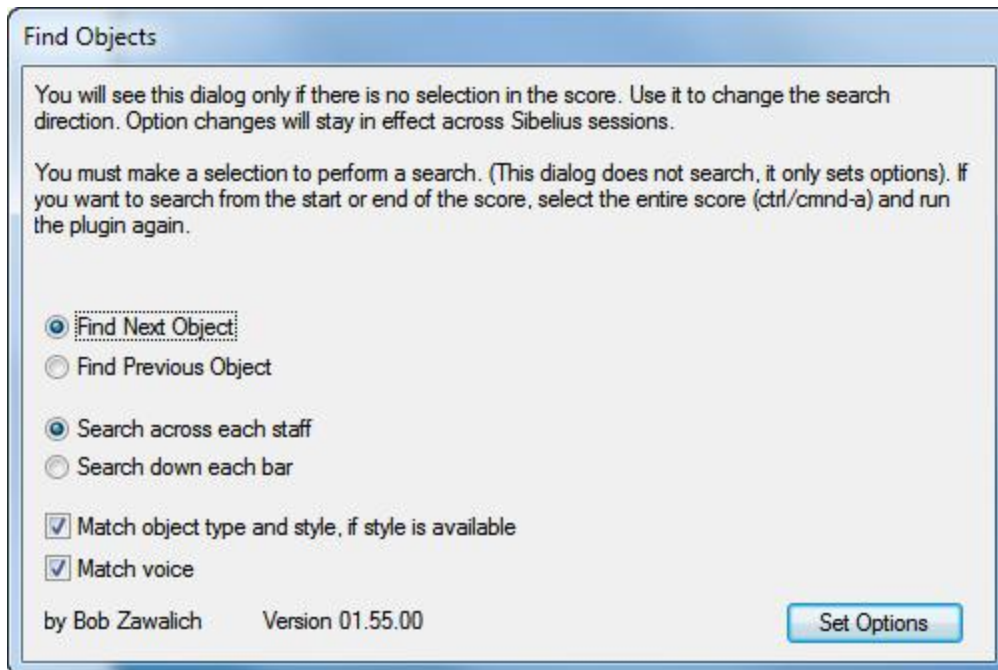
Find Next One of These and *Find Previous One of These* are really the same plugin with different default search directions (*Find Next* finds the next matching object, and *Find Previous* the previous object).

To use the plugin, first select an object (preferably by clicking on one piece of text or a note, or any other object in a score). If you make a box selection, the plugin will search for the first object it finds in the selection. The plugin will analyze the properties of the selected object and will then look for another object with the same properties in the chosen direction.

By default, the plugin uses the object's type, style (described below), and voice to determine which object to find. So if you select a piece of Technique text in voice 2, it will find the next one of these in the score. If you select a note with staccato, it will look for the next one of those.

There are limits to how specific this plugin will get; it is intended for quick finding of common objects. If you need more specific filtering, the Sibelius *Edit > Find* command can provide that.

If you run the plugin with **no** selection (by hitting Esc twice before running, for example), the plugin will bring up a dialog that will let you change the way the plugin searches, and the criteria used for choosing the next object. These settings will be saved until you change them again. The dialog looks like this:



Find Next Object / Find Previous Object determines whether to search forward or backward in the score.

Search across each staff causes the plugin to start in the staff containing the first object and continue looking in the same staff until it reaches the end or start of the score. At that point it will start looking in the next available staff. When it runs out of staves it will offer to look again starting in the first staff.

Search down each bar causes the plugin to look for objects in the same bar, going from staff to staff until it runs out of staves, at which point it will move to the following or previous bar and start looking from the first staff. At the start or end of the score it will offer to look again from the other end of the score.

Match object type and style

If this is unchecked, the plugin will only look at the type of the object (Text, SymbolItem, NoteRest, Clef, etc.) and will not differentiate among variants of these objects. So if you select a Text object, it will find the next Text item of any style.

All lines will be found, regardless of type (since each line has its own type).

If you select a note or a rest, it will find either the next note or the next rest.

If the box is *checked*, the plugin will use more information in addition to the type, so that you can find more specific objects.

If the object has an internal style, the plugin will use that. These objects have styles: Clef, Instrument Change, Lyric, System Text, and Text. All objects identified as Lines also have a style that will be used.

Several other objects have identifiers that the plugin uses, including Symbols and System Symbols, Special Barlines, and Bar Rests.

Notes, chords, and rests, collectively referred to as NoteRests, are given special treatment. Rests are handled separately from other NoteRests. NoteRests with notes are matched using the Grace Note property and their articulations. If the notes in a NoteRest have the same notehead style, that notehead style is also looked at.

So if you select a rest, it will find other rests (though not Bar Rests, which are a separate kind of object). A note with articulations will only find other notes with the same articulations, and grace notes will find gracenotes. Notes with diamond noteheads will find more of the same, skipping notes with different noteheads and chords with mixed noteheads.

If the object is not mentioned about, the plugin will only use the type in searching. So it will not differentiate Time Signatures or Key Signatures, or Comments, or Tuplets, or Rehearsal Marks, among others, except by type.

Match voice will only match an object in the same voice. Note that this is independent of whether *Match object type and style* is checked, so you can find all Text objects in voice 2 if you so desire.