DORICO

Version history
Known issues & solutions

November 2016

Steinberg Media Technologies GmbH

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About

Congratulations and thank you for using Dorico.

This document lists all update changes, fixes and improvements as well as known issues and solutions for Dorico.

Please note that the known issues and solutions section contains issues that might concern specific Dorico versions only. Please make sure to read through this section before contacting Steinberg support.

Enjoy using Dorico!

Your Steinberg team

Dorico 1.0.10

This version contains the following improvements and issue resolutions.

Improvements

This maintenance update introduces the following improvements:

Performance improvements

- The speed of note input, and undoing note input, has been substantially increased.
- The speed of changing the pitch of a selection of notes using Alt+up/down arrow has been substantially increased.
- The speed of adding and removing players in Setup mode has been substantially increased.
- Unnecessary screen redraws during editing operations have been eliminated, providing a substantial improvement in the speed of redraw during editing operations.
- The speed of creating a new project from a template has been substantially increased.
- The speed of entering and working within Print mode has been substantially increased.

Articulations

A new group of options **Slurs** on the **Articulations** page of **Engraving Options** allow you to determine whether articulations of force (accent, marcato) or articulations of stress (stress, unstress) should be positioned inside or outside slur endpoints.

A new option **Position of tenuto relative to tied notes** has been added to the **Ties** group on the **Articulations** page of **Engraving Options**, allowing you to choose whether tenuto articulations should be positioned on the first or last note of a chain of tied notes by default. An additional property has also been added to allow this default to be overridden for an individual tenuto.

Beams

A new option has been added to the **Advanced Options** section of the **Slants** group on the **Beams** page of **Engraving Options**, allowing you to specify whether beams containing repeated patterns of pitches should be allowed to have slants, or should always be horizontal.

Brackets and braces

A new option has been added to the **Approach** group on the **Brackets and Braces** page of **Engraving Options**, allowing you to specify whether groups consisting of a single staff should show a bracket.

Two new choices have been added to the **Ensemble type** option in the same group: **British brass band** (which provides separate bracketing groups for cornets; flugelhorn; tenor horns; baritone horns; trombone and bass trombone; euphonium; and percussion), and **Big band** (which provides separate bracketing groups for saxophones; trumpets; trombone and bass trombone; and rhythm section).

Key signatures and accidentals

- Instruments with **(no key)** in their names (e.g. French horn, timpani, etc.) are now correctly created with no key signatures, and instead show accidentals on every note as necessary.
- An open or atonal key signature can now be created via the **Shift+K** popover by typing **open** or **atonal**.
- It is now possible to change the enharmonic spelling of notes in part layouts independently of the full score layout.

Licensing

When using a time-limited or trial license, Dorico will now report the time remaining in the license at start-up, every 10 days, and every day during the final five days of the license period.

Lyrics

New **Minimum distance from other items** option in the **Vertical Position** section of the **Lyrics** page in **Engraving Options** provides a small amount of padding between items protruding outside the staff and the closest edge of the innermost line of lyrics.

New option to show or hide elision slurs on lyrics in Japanese and other East Asian languages by default, in the **East Asian Lyrics** section of the **Lyrics** page in **Engraving Options**. In addition, there is a new property to override this default setting for an individual lyric.

Note input and editing

- A new scissors tool (shortcut **U**) has been added. Outside of note input, the scissors tool will remove any ties in the selected notes and chords. Inside note input, the scissors tool will cut any sounding notes in the voice indicated on the caret that are sounding at the current caret position.
- A new option **Play notes during note input and selection** has been added to the **General** page of **Preferences**.

- New **Write ▸ Input Pitch** submenu allows you to choose between inputting in **Written Pitch** or **Sounding Pitch**, which is useful when inputting into transposing instruments or when copying instrumental parts.

Page layout

- The **Edit ▸ Breaks** and **Edit ▸ Note Spacing** menus have been removed, with their functions moved to the **Engrave** menu, in recognition of the fact that system and frame breaks can only be created in Engrave mode. New **Edit ▸ Format Systems** and **Edit ▸ Format Music Frames** submenus have been added, containing not only **System Break** and **Frame Break**, but also **Lock Frame**, **Lock System**, **Make Into System**, and **Make Into Frame**.
- The default key command for system break is now **Shift+S**, and for frame break it is now **Shift+F**.

Playback

- A new option **Suspend audio device in background** has been added to the **General** page of **Preferences**, switched off by default. When switched on, this option releases the audio device when Dorico loses focus, unless it is playing back at the time, in which case Dorico retains ownership of the audio devices so that playback can continue.
- Basic playback of changes in playing techniques has now been implemented for HALion Symphonic Orchestra, allowing playback of e.g. pizz. and arco instructions.
- The Mixer window now labels each fader with the plug-in output channel and the short instrument name, and each fader is also color-coded using the same colors used in the track header for each instrument in Play mode.
- The playhead is now shown in Play mode, and it moves through the music during playback.

Selections

- Navigating around the music with the arrow keys in Write mode has now been substantially improved.
- Use **Tab** and **Shift**-**Tab** to select the next/previous barline in Write mode.
- It is possible to start navigation in Write mode without the mouse: simply press any arrow key, which will select the first item closest to the top left corner of the view.
- Extending the selection by holding **Shift** and using the arrow keys now works more reliably; hold **Ctrl** (Windows) or **Command** (Mac) to extend the selection by a bar at a time.
- Clicking within the staff but not on a note or other item now selects all of the music in that bar on that staff; hold **Shift** and click on another item or a blank part of the same or another to extend the selection.

- New **Edit ▸ Select to End of System** and **Edit ▸ Select to End of Flow** menu items, to quickly extend the selection on the selected staff or staves to the end of the system or the end of the flow, respectively. In addition, **Edit ▸ Select All** now works as expected.
- Holding **Ctrl** (Windows) or **Command** (Mac) while making a marquee selection now adds to an existing selection; holding **Ctrl+Alt** (Windows) or **Command+Opt** (Mac) while making a marquee selection now subtracts from an existing selection.
- The middle mouse button can now be used instead of **Shift** to toggle between the default action when clicking and dragging, i.e. between moving the view or making a marquee selection.
- Dragging a marquee selection over a barline will no longer select the barline.

Time signatures

Hidden time signatures are now shown using signposts, which allows them to be selected for copying and pasting, or for deletion. A new **View ▸ Signposts ▸ Time Signatures** menu item allows you to choose whether or not signposts for hidden time signatures should be displayed.

Transposing

A new **Write ▸ Transpose** dialog has been added, allowing the selected music or, if there is no selection, the entire flow to be transposed. Transposition can be specified either by quality of interval (e.g. major, minor, perfect, augmented, diminished) or by number of divisions of the octave. The dialog will not allow illegal transpositions that would result in notes that cannot be notated (e.g. sharper than a triple sharp, or flatter than a triple sharp, or using a microtonal accidental that does not exist in the current tonality system).

In addition, a new **Write ▸ Add Notes Above or Below** dialog has been added, allowing the addition of notes of a given interval above or below the selected notes, providing a quick way of building chords over an extended passage of music.

Tuplets

Tuplets now show signposts if the tuplet ratio number/string is hidden, which allows them to be selected for copying and pasting, or for deletion. A new **View ▸ Signposts ▸ Tuplets** menu item allows you to choose whether or not signposts for hidden tuplets should be displayed.

Vertical spacing

A new **Staff Spacing** section has been added to the left-hand panel in Engrave mode, allowing you to edit the vertical spacing of the music when switched on. Staves can be dragged with the mouse by clicking anywhere in the staff itself, or in

the handle at the left-hand side of the system. The whole system can be dragged by clicking in the colored stripe immediately above the top staff in the system.

Hold **Alt** while dragging a staff or system to also adjust the distance between all of the staves and systems below the staff or system being dragged, when there is no further room at the bottom of the music frame.

Use the up/down arrow keys to select the handles at the left-hand side of the system; use **Tab** to cycle between selecting handles for systems and handles for staves. Hold **Shift** and use up/down arrow to extend the selection to the handle above/below.

Nudge the selected staff, staves and/or systems using **Alt**+up/down arrow, and add **Ctrl** (Windows) or **Command** (Mac) to nudge in larger steps.

Use **Alt+J/K** to nudge the selected staff, staves and/or system such that the distance between all of the staves and systems below the staves being nudged will also change, once there is no further room at the bottom of the music frame.

When a staff or system has an overridden position, its handle or the colored stripe will be colored red. To remove a specific override, select the relevant handle and click **Delete**.

To specify an exact distance, click on the numeric read-out in the left-hand margin, which allows the entry of a specific measurement, using the preferred units of measurement as determined in Preferences.

To clear all overrides in the selected frame, choose **Engrave ▸ Reset Staff Spacing**.

To copy the staff spacing from one page to other pages within the layout, click **Copy Staff Spacing** in the **Staff Spacing** section of the left-hand panel. A dialog appears in which you can choose the source page and range of destination pages. The staff spacing will be copied if the destination page has the same number of systems each containing the same number of staves as the source page.

If the layout of music within the music frame changes because the music is cast off again, any staff spacing overrides for that passage of music will be removed.

Voices

- The option **Gap between adjacent noteheads in different voices** in the **Voices** section of the **Notes** page of the **Engraving Options** dialog now respects negative values, allowing notes a second apart in opposing voices to be positioned more closely together.

- New **Edit ‣ Voice** submenu, containing options to change the default stem direction of the voice of the selected note, or if note input is active, to change the default stem direction of the voice indicated on the caret.

VST Expression Maps

- A new dialog **Play ‣ VST Expression Maps** has been added, allowing you to create and edit expression maps to determine how changes in playing technique should be handled by the chosen virtual instrument.
- VST Expression Maps for Cubase can be imported into your project via **Play ‣ VST Expression Maps**.
- A new **Endpoint Setup** dialog has been added, accessed via each entry in the **VST Instruments** panel in Play mode, allowing you to specify which expression map is used by each channel on the chosen VST instrument.

Issues resolved

The following table lists all issues that have been resolved in this version:

ID #	Issue
STEAM-4712	*Bars:* Using the **Shift+B** popover to delete bars now also adjusts the position of any time signatures and key signatures that are affected by the deletion of bars preceding them.
STEAM-5129	*Beaming:* The behaviour of **Edit ‣ Beaming ‣ Beam Together** has been improved such that any selection that includes a tied note at its start or end will produce the expected beaming.
STEAM-5040	*Beaming:* A problem whereby rests under beams could be positioned incorrectly under some circumstances has been fixed.
STEAM-5003	*Brackets and braces:* The options to show sub-brackets and to draw sub-brackets using braces on the **Brackets and Braces** page of **Engraving Options** now work as expected.
STEAM-5094	*Brackets and braces:* Organ instruments with three staves now correctly show a brace spanning the upper two manual staves, leaving the pedal staff unbracketed.
STEAM-4997	*Brackets and braces:* Groups of players created in the Players panel in Setup mode now have separate brackets.
STEAM-4981	*Brackets and braces:* Staff labels now draw correctly even when partially out of the viewport.
STEAM-5050	*Brackets and braces:* Long staff labels are now automatically wrapped if they exceed half the width of the music frame.
STEAM-5099	*Brackets and braces:* Instruments whose names have been overridden are no longer automatically numbered.
STEAM-5119	*Brackets and braces:* Saving and reloading a project in which there are multiple groups of players no longer incorrectly changes the order of players on reloading.
STEAM-4944	*Copy and paste:* Copying and pasting individual dynamics from within a larger group of dynamics will now create new groups containing only the selected dynamics, rather than all of the dynamics from the original groups.

ID #	Issue
STEAM-4948	*Copy and paste:* Items of different types that are either specific to staves or voices are now mapped consistently when pasting, so that they don't end up on different staves than expected.
STEAM-5085	*Copy and paste:* Attempting to paste an implicit rest followed by an explicit rest no longer causes a crash.
STEAM-5007	*Copy and paste:* When copying and pasting a selection that includes one or more empty instruments, the destination passage will also offset the appropriate number of empty instruments.
STEAM-5027, STEAM-5041	*Copy and paste:* It is now possible to copy from e.g. the right-hand staff of a piano instrument to the left-hand staff, provided the source selection contains only material from a single staff.
STEAM-5030	*Copy and paste:* When copying and pasting dynamics, the pasted dynamics are now correctly left selected.
STEAM-4837, STEAM-4839	*Copy and paste:* Pasting material that includes dynamics or slurs into other staves at the same rhythmic position now result in the pasted dynamics and slurs becoming linked to the dynamics and slurs on the source staves.
STEAM-5086	*Dynamics:* Attempting to set the color of a selected hairpin in Engrave mode no longer causes a crash.
STEAM-4911	*Holds and pauses:* It is now possible to add a fermata to the final barline of a flow written in open meter.
STEAM-5181	*Holds and pauses:* A transitory spacing problem that could result in adding a caesura not resulting in space being added immediately has been fixed.
STEAM-5145	*Holds and pauses:* Fermatas attached to barlines now always draw correctly in galley view.
STEAM-5116	*Holds and pauses:* Fermatas attached to barlines no longer sometimes cause a bar number at the start of the system to move incorrectly.
STEAM-5171	*Instrument changes:* Instrument change warning labels now appear correctly when the new instrument starts playing on the following system
STEAM-5167	*Instrument changes:* Instrument changes that occur near the start of the flow are now snapped to the start of the flow if the first instrument held by the player doesn't play at all before the new instrument starts playing.
STEAM-5160	*Instrument changes:* The light blue staff labels in galley view are now shown on each instrument, rather than for each player, making it easier to identify which staff is for which instrument held by each player.
STEAM-5131	*Key commands:* Key commands shown in tool tips are now correctly updated when key commands are edited.
STEAM-4672	*Key commands:* Setting a key command in the global context now correctly reports if there is a conflict with the same key combination in another context.
STEAM-4985	*Key signatures and accidentals:* Attempting to create a new accidental type in the **Edit Tonality System** dialog no longer causes a crash if an existing accidental is not already selected.
STEAM-5095	*Key signatures and accidentals:* The **Edit Key Signature** dialog now correctly uses the bass F clef rather than the baritone F clef.
STEAM-5057	*Key signatures and accidentals:* Custom key signatures that use a newly-created accidental type are now shown correctly in the **Custom Key Signatures** section of the **Key Signatures** panel in Write mode.

ID #	Issue
STEAM-5194	*Key signatures and accidentals:* Custom key signatures now show the name supplied by the user as a tool tip when hovering over their button in the **Key Signatures** panel.
STEAM-5136	*Key signatures and accidentals:* Custom key signatures now transpose correctly in layouts set to transposing pitch rather than concert pitch.
STEAM-5028	*Key signatures and accidentals:* Repitching notes now works correctly in key signatures that have been chosen because they show one fewer sharp or flat than the enharmonic equivalent for transposing instruments.
STEAM-5070	*Layout Options:* Saving layout options as the defaults for future projects no longer causes new layouts to have either the wrong players and flows or no players and flows at all to be attached to them by default.
STEAM-4986	*Layout Options:* The option **Use optical spacing for beams between staves** on the **Note Spacing** page of **Layout Options** is now switched on by default in part layouts in new projects.
STEAM-5130	*Layout Options:* If the saved layout options refer to a non-default set of master pages that is not available in the new project, Dorico no longer crashes when creating the project.
STEAM-5001	*Lyrics:* Lyrics assigned to different voices but with the same line number now have the same vertical position.
STEAM-5107	*Lyrics:* Lyric extender lines and hyphens now stop correctly before the systemic barline at the end of the system.
STEAM-5065	*Multi-bar rests:* Grace notes positioned before a barline now draw correctly if the bar to which they are attached becomes consolidated into a multi-bar rest.
STEAM-5093	*Multi-bar rests:* Fermatas now correctly cause multi-bar rests to break.
STEAM-5237	*MusicXML import:* Key signatures in MusicXML files that specify a number of fifths but no mode now import correctly.
STEAM-4812	*Note input and editing:* Using Space to advance a hairpin past a tuplet no longer engages sticky tuplet input, causing subsequent music to be overwritten unexpectedly.
STEAM-5138	*Note input and editing:* It is now possible to create a tied note longer in duration than a maxima, or 64 quarter notes (crotchets).
STEAM-5002	*Note input and editing:* When using Lock to Duration, the caret now correctly advances to the end of the last note in the voice whose notes are being repitched.
STEAM-4760	*Note input and editing:* It is now possible to play chords on your MIDI keyboard when inputting ties with T or when Lock to Duration is active.
STEAM-5072	*Note input and editing:* The first note input via the mouse can now have an accidental and a rhythm dot if chosen from the panel.
STEAM-5078	*Note input and editing:* Double-clicking to start note input in galley view now always shows the caret at the correct location.
STEAM-5172	*Note input and editing:* MIDI step-time input now correctly compensates for the octave transposition of the instrument (e.g. piccolo, double bass, guitar, tenor voice), if any.
STEAM-5188	*Page layout:* Graphics placed in graphics frames on master pages are now correctly saved and loaded with the project.

ID #	Issue
STEAM-5083	*Page layout:* A problem that prevented text frames from being deleted in some circumstances has been fixed.
STEAM-5092	*Page layout:* Using the formatting commands (e.g. make into system/frame, lock system/frame) in one layout no longer incorrectly removes formatting from other layouts.
STEAM-4984	*Page layout:* You can now remove overrides from all pages in the layout by clicking the **Remove Overrides** button in the **Pages** section of the right-hand panel in Engrave mode with no pages selected.
STEAM-4886	*Playback:* Dorico will now load sounds into all 16 channels of each instance of HALion Sonic SE, rather than leaving the final channel in each instance empty.
STEAM-4496	*Playback:* Dorico now compensates correctly for HALion patches that are transposed by one or more octaves (e.g. double bass, bass guitar).
STEAM-4792	*Playback:* The playback of hairpins has been improved such that immediate dynamics at either or both ends of the hairpin are now properly respected.
STEAM-4988	*Playback:* Attempting to open another project when the Mixer window is already open for the current project no longer causes Dorico to hang.
STEAM-4955	*Playback:* The default voice count for HALion Sonic SE in new projects has been increased from 128 to 512.
STEAM-4998	*Print mode:* A problem whereby staff lines or other lines could appear the wrong thickness on the second and subsequent pages of exported PDFs has been fixed.
STEAM-5098	*Print mode:* Exporting graphics files from multiple layouts in a single operation no longer causes a crash.
STEAM-5042	*Print mode:* The default dots per inch (dpi) value for exported graphics is now 150dpi instead of 72dpi.
STEAM-5097	*Print mode:* Exporting multiple graphics no longer prompts separately to overwrite any found files: you can simply confirm that you want to overwrite all existing files at once.
STEAM-5125	*Print mode:* The **Watermark** text in the **Annotations** section of the print options panel will no longer be cleared incorrectly in the event that multiple selected layouts have conflicting values.
STEAM-5219	*Print mode:* Attempting to overwrite a graphics file that is locked by the filesystem (e.g. because it is open in another application) will no longer cause a crash.
STEAM-4834	*Properties:* It is no longer possible to set the values for dot diameter, dash length, and gaps between dots and dashes for ties and slurs to zero.
STEAM-5063	*Properties:* Properties for X and Y offset for force and combined dynamics now appear correctly.
STEAM-4570	*Rehearsal marks:* Rehearsal marks are now correctly centered above double and repeat barlines.
STEAM-4570	*Rehearsal marks:* If the option to position rehearsal marks at the start of the system is chosen, the rehearsal marks are now correctly left-aligned with the systemic barline.
STEAM-5035	*Rests:* Rests that have properties set on them, e.g. to force a specific duration or to set a particular staff position, are now positioned in a manner consistent with other rests that don't have properties set.

ID #	Issue
STEAM-5204, STEAM-4848	*Rests:* It is now possible to select all individual rests in Engrave mode.
STEAM-4979	*Selection:* A problem whereby the marquee rectangle could be left behind if you hit Esc during a marquee selection has been fixed.
STEAM-5143	*Slurs:* A problem that prevented slurs starting in one voice and ending in another from being created correctly has been fixed.
STEAM-4953	*Tempo:* The **Shift+T** popover for tempo input is now much more flexible and will allow a much wider set of terms to be input.
STEAM-5015	*Text:* **Edit ▸ Reset Appearance** now clears any changes of font, size, and other typographical control in a selected text item.
STEAM-5142	*Text:* A problem whereby some Japanese fonts were truncated during text editing has been fixed (Mac only).
STEAM-5061	*Text:* Creating a new text frame on a master page now sets the default paragraph style correctly.
STEAM-4975	*Text:* It is now possible to jump to the name of a specific font in the list of fonts in the text editor popover by typing the first letter or two of its name.
STEAM-5055	*Text:* Text frames that are too full now correctly truncate the text within the frame, rather than allowing the text to flow outside the frame.
STEAM-5043	*Text:* Copying and pasting text into Dorico from another application no longer causes the formatting of the text in the frame to be messed up.
STEAM-5044	*Text:* It is now possible to use the Unicode Hex Input input method to input extended Unicode characters into the text editor within Dorico (Mac only).
	Text: Paragraph styles in newly-created projects now inherit many of their settings from the Default Text paragraph style, making it possible to quickly change the main text font in use in your project by editing the Default Text paragraph style.
STEAM-5154	*Time signatures:* Newly-created time signatures now correctly show that they are selected after creation.
STEAM-5207	*User interface:* The **Layout Options**, **Notation Options**, and **Engraving Options** dialogs now remember which page you were last looking at when you opened the dialog, and show that page when the dialog is reopened.
STEAM-5208	*User interface:* A read-out of the current page size using the user's preferred measurement unit has been added to the **Page Setup** page of **Layout Options**.
STEAM-5182	*User interface:* The view type selector in the status bar no longer gets out of sync with the actual view used when switching layout.
STEAM-4656	*User interface:* When switching between modes, the state of the **Hide/Restore Panels** button on the toolbar correctly reflects which panels will be shown or hidden when clicked for that mode.
STEAM-5081	*User interface:* Dorico no longer crashes when you right-click on a tab and choose to create either a vertical or horizontal split.
STEAM-4978	*User interface:* Dorico no longer allows the Mixer or Transport windows to be shown as full screen windows (Mac only).

ID #	Issue
STEAM-4956	*User interface:* The buttons on the toolbar to hide or show the Mixer and Transport windows now correctly reflect whether or not the Mixer and Transport windows are actually shown.
STEAM-4908	*User interface:* When closing the final project window and the Steinberg Hub is set not to reappear, the menus no longer disappear (Mac only).
STEAM-4528	*User interface:* New **Write ▸ Create Voice** and **Next Voice** menu items, intended to make the **Shift+V** and **V** key commands for use in note input more discoverable.
STEAM-4039	*Zoom:* The behaviour of zooming in when the selected item is close to the edge of the viewport has been improved.
STEAM-5166	*Zoom:* A problem whereby Dorico could crash when switching window mode when the zoom level is set to **Whole page** has been fixed.
STEAM-5089	*Platform support:* Dorico now uses DirectWrite to render all text and glyphs in its user interface, which should resolve the problem with icons appearing stretched or out of proportion until Dorico is restarted (Windows only).
STEAM-4992	*Localization:* The names of templates that appear in the Steinberg Hub are now localised.
STEAM-5305	*Localization:* Typing characters that require the use of the **Alt** modifier (e.g. [,] and |) into popovers now works correctly on non-English keyboards.
STEAM-5312	*Localization:* A number of problems with keys that produced accented characters when specifying key commands in the **Key Commands** page of **Preferences** have been fixed.
STEAM-4893	*Localization:* The handling of key commands in the Japanese language version of Dorico has been overhauled.
STEAM-5310	*Localization:* Changing the keyboard language on the **Key Commands** page of **Preferences** now takes effect immediately, rather than requiring a restart of Dorico.
STEAM-5313, STEAM-5314	*Localization:* The default key commands for French, Spanish, Italian, and Portuguese have been revised in relation to the various keyboard handling fixes.

Dorico 1.0.0

October 2016

Initial release version.

Known issues and solutions

Frequently asked questions

Answers to frequently asked questions about Dorico can be found online in the Dorico forum:

https://www.steinberg.net/forums/viewtopic.php?f=246&t=104450

Knowledge base

For the latest information about issues and solutions you may encounter when running Dorico, please consult the Steinberg Knowledge Base:

https://www.steinberg.net/en/support/knowledgebase_new.html

Entering the eLicenser Activation Code (Mac only)

When you first run Dorico and are prompted to enter your Activation Code, you may find that after you have successfully activated your Soft-eLicenser, you must quit and restart Dorico in order for Dorico to detect that it is fully licensed.

Key commands to transpose notes by an octave (Windows only)

The Intel Graphics Adaptor drivers used by many Windows computers define a default key command to flip the screen by 90, 180 and 270 degrees via a shortcut **Ctrl+Alt**+up/down/left/right arrows.

Ctrl+Alt+up/down option conflicts with the key commands in Dorico note input for transposing notes by an octave.

For information about how to disable the default Intel Graphics Adaptor key command, consult the Knowledge Base.

Audio export

No progress dialog appears during audio export. A busy cursor will appear for the duration of the export operation. Check that the operation has completed successfully before you try to play back the exported audio file. You can verify that the export has completed successfully by checking the file size of the exported file: if it is reported as 0 bytes, the file is still locked for writing.