1 / MAC SETUP

Install and open PFS on Mac

Set up Piano Fingering Studio for the Mac account you use with MuseScore.

What you need

An **Apple Silicon Mac or Intel Mac** running macOS 14 or later, MuseScore Studio 4.7.5 or a compatible newer 4.x version, and a MuseHub account with a PFS license. Install MuseScore separately.

Choose the **Apple Silicon (arm64)** installer for an M-series Mac, or the **Intel (x86_64)** installer for an Intel Mac. Both provide the same PFS features, including the first-use Getting Started guide.

Piano Fingering Studio, called **PFS** in this guide, adds editable finger numbers inside MuseScore. Its calculation program is included; no separate Python installation is needed.

macOS 14 is the minimum target, not a claim that every allowed system has been tested. This Beta still needs final-device acceptance. New MuseScore major versions require separate validation.

PFS is published by **Xylea LLC**. Included software credits and licenses, including PianoPlayer, come with PFS. MuseScore is a separate product.

Install and open PFS

1. Save your scores and quit MuseScore. Download PFS from MuseHub, open the downloaded **.pkg** installer and follow its instructions.

2. Reopen MuseScore and open a piano score. From the **Plugins** menu, choose **Piano Fingering Studio**.

The first-use **Getting Started** guide appears once the supported MuseScore application is running and active. Click **Got it** when finished; acknowledged guides do not repeat on ordinary launches.

Which Mac account receives PFS?

PFS installs only for the Mac account currently logged in. It does not set up PFS for other accounts on this Mac.

On the Destination Select page, choose **Install for all users of this computer** to continue. This is the system installer's label; PFS still configures only your current Mac account.

This installer requires administrator permission. It does not support the **Install for me only** mode or choosing another installation disk. PFS respects the plugin folder already selected in MuseScore preferences.

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2 / WINDOWS SETUP

Install and open PFS on Windows

Finish installation first, then set up the plugin for the Windows account you use with MuseScore.

What you need

A Windows x64 PC running Windows 10 or later with **.NET Framework 4.8**, MuseScore Studio 4.7.5 or a compatible newer 4.x version, and a MuseHub account with a PFS license. Windows ARM64 is not a native target. No separate Python installation is needed.

Install and complete setup

1. Save your scores and quit MuseScore. Install PFS through MuseHub and allow Windows to complete the installer with administrator permission. The application is installed in Program Files.

2. At the end of installation, PFS starts its setup for your ordinary Windows account. Accept the plugin setup prompt if it appears. PFS then opens MuseScore.

3. The first-use Getting Started guide appears after setup. PFS waits an extra second after starting MuseScore before showing it. Click **Got it** when finished. The guide is separate from the installer; acknowledged guides do not repeat on ordinary launches.

Open a piano score and choose **Plugins > Piano Fingering Studio**. The PFS version is always shown at the bottom left of its panel.

If automatic setup does not start

Open **Piano Fingering Studio** from the Windows Start menu as your normal user. Do not choose Run as administrator. This runs the same user setup and opens MuseScore. Each Windows account needs its own plugin setup.

If the plugin is still missing, save and close MuseScore and choose **Set up or repair MuseScore plugin** from the PFS Start folder. Keep your scores and existing preferences.

Installation and download warnings

Use the installer supplied through the authorized MuseHub Beta channel or by the publisher for your test account. Signing, download reputation and license access are separate checks; this guide does not certify that a candidate has completed them.

If Windows reports a malware detection, an unexpected publisher or a blocked installer, keep the exact message and contact support. Do not disable security protection to install PFS.

Need help?

Use **Send feedback** in PFS or email **hello@xylea.org**. Include the PFS version, your Windows and MuseScore versions, and the exact message shown.

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3 / LANGUAGE

Choose your language

The language selector stays at the bottom of the panel, even when you scroll.

Follow MuseScore or choose your own language

The default is **Follow MuseScore**. PFS uses the language configured in MuseScore Studio when it is supported.

To use a different language, open **Language** at the bottom of the PFS panel and select it. The panel changes immediately and remembers your choice. Choose **Follow MuseScore** again to return to the default.

Changing PFS language does not regenerate fingerings, change your music, or discard the current result and measure links. If you change MuseScore's own language, follow MuseScore's restart instructions.

24 interface languages

English, Simplified Chinese, Traditional Chinese, Japanese, Korean, German, Persian, French.

Spanish, Italian, Portuguese, Russian, Arabic, Turkish, Dutch, Polish.

Ukrainian, Czech, Swedish, Danish, Finnish, Norwegian Bokmål, Indonesian, Vietnamese.

What is translated

The PFS panel, settings, result messages, warnings, measure links and first-use Getting Started guide support these languages. Persian and Arabic use a right-to-left layout. Finger numbers and the musical score are unchanged.

The separate Getting Started guide follows your computer's interface language. It can therefore differ from the language selected inside MuseScore or the PFS panel.

This PDF is in English. Installation, repair and removal tools may still show English; MuseScore, MuseHub and operating-system dialogs use their own language settings. Unsupported languages and new untranslated messages fall back to English.

If your choice cannot be saved

PFS keeps the chosen language for the current session and shows a message below the selector. Select it again to retry saving. If this continues, contact support. Your current result stays in place; no regeneration is needed.

Reading a longer message

The panel normally stays compact and expands for longer errors or warnings. Controls and messages share one scrolling area, so you can scroll to the end of a result. The language selector stays at the bottom. Copy and paste show their own result instead of an earlier generation warning.

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4 / ADD FINGERING

Add finger numbers to your score

Let Piano Fingering Studio suggest a starting point. Then make it your own.

Choose the music you want to work on

Highlight the bars you want to add fingerings to. To work on the whole score, make sure nothing is selected.

If you opened a MusicXML file, first use **File > Save As** to save it as a MuseScore file, such as **.mscz**.

Piano accompaniment in a vocal score

PFS identifies the piano part instead of assuming that the first staff is the right hand. It leaves vocal and other non-piano parts unchanged. Scores with up to three piano players are supported; see the Four-hand and six-hand music page.

Choose your hands and hand size

Hands: choose Both, Right or Left. PFS will only change fingerings for the hands you choose. For music written on just one staff, choose Right or Left.

Player's comfortable reach: choose the widest distance your hand can comfortably stretch on the keyboard. For example, an Octave is the distance from one C to the next C. The choices run from Sixth to Tenth. Tenth includes minor and major tenths with black keys. Reach limits keys held together; it does not limit the distance of a jump after releasing a key. For untied staccato notes, PFS plans release halfway through the written duration. When voices share the same note on one staff, PFS shows the automatic finger number once.

Add the numbers

For a first try, leave **Fingering detail** on Guided and click **Add automatic fingering**. You can change any of the numbers afterwards. Play through the passage to check what feels comfortable.

Wait for the calculation to finish and follow the displayed progress. The waiting hint is not a guarantee of a particular duration. Keep the same score open; use **Cancel** if you need to stop.

Save your score when you are done. PFS does not save it for you.

What to expect

PFS suggests a practical starting point. Your existing finger numbers and manual changes are kept.

If a note has several finger numbers or an ornament fingering sequence, PFS preserves those markings. It can still add fingerings to other notes it can safely work with. Read any message for the affected note and reason.

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5 / MULTIPLE PLAYERS

Four-hand and six-hand music

Generate for two or three piano players in one operation.

Prepare the players

When the score has separate piano parts, PFS identifies up to **three players** automatically. Each player normally has two staves. Vocal and other non-piano parts are left unchanged.

For a score written as **one piano part with four or six staves**, use **Player grouping > Two players** or **Three players** only when each consecutive pair of staves belongs to one person. If that is not how the score is organized, give each player a separate piano part in MuseScore first. Simply renaming a staff does not change its instrument or ownership.

Choose a comfortable reach

Choose one comfortable reach for all included players and **Hands: Both** for both hands. PFS keeps each player's notes and fingering constraints separate.

There is no individual Player selector. Clear the score selection to include all players, or select the intended passage directly in the score.

Generate for the entire score

1. Clear the score selection so no notes or measures are selected.

2. Check the player grouping, comfortable reach and Hands setting.

3. Click **Add automatic fingering** once. PFS processes the supported notes for all included players. Review the results and save the score.

This processes all players together; it does not guarantee a number on every note. Read warnings for any preserved or skipped notes. One MuseScore **Undo** reverses the complete operation across the players.

Work on only one player or a passage

Select the intended notes or measures on that player's staves in the score, then generate. Notes outside the selected scope stay unchanged. Each player's manual fingerings and held-note constraints are kept separate.

PFS supports at most three players per operation. For more players, open an appropriate smaller score or part. Use Right or Left for a player written on a single staff.

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6 / EDIT AND REMOVE

Change, hide or remove numbers

Edit the numbers directly in MuseScore, just as you would any other fingering.

Choose how many numbers you see

Essential: fewer numbers, focused on places where a fingering choice is useful.

Guided: more reminders to help you follow the passage. This is the starting setting.

Every note: a number on each note PFS can work with. Some unusual ways of writing music need you to add fingerings yourself.

Existing ornament fingering sequences and finger-change markings are preserved. PFS adds fingering to the other notes it can safely handle, including the other hand. Notes sounding or tied together with an unsupported marking may also be left unchanged; the message identifies the exact note and reason.

Keep a number you prefer

If you type a finger number yourself or change one PFS added, PFS keeps your choice the next time you click Add automatic fingering. It also keeps changes you make to how that number looks.

For example, if PFS suggests **3** and you change it to **2**, adding fingerings again will keep your **2**.

Leave a note without a number

If you delete a number, Essential and Guided leave that note without one when you add fingerings again.

Choosing **Every note** asks PFS to fill in missing numbers. That can put a number back on a note where you deleted one. It only does this in the passage and hands you are working on.

Remove numbers PFS added

Select a passage and choose the hands you want to work on, then click **Remove automatic fingering**. To remove numbers throughout the score, first clear the selection.

This removes numbers PFS added that you have not changed yourself. It keeps numbers you entered or changed, and it leaves other passages and hands alone.

Change your mind or change the music

Use MuseScore's **Undo** to undo adding or removing fingerings, changing the detail level, or pasting fingerings. **Redo** brings that change back.

After changing notes, Hands or comfortable reach, click **Add automatic fingering** again. Check the new result before saving.

Keep an editable copy

Save a MuseScore file (**.mscz** or **.mscx**) so PFS can remember your fingering choices when you reopen it. You can also export a PDF to print or share, or MusicXML for another music program, but keep the MuseScore file for working with PFS.

If you want to keep two different fingering versions, use **Save As** to make a separate score file.

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7 / COPY AND PASTE

Copy fingerings to another passage

Reuse a fingering you like elsewhere in the same score.

Copy, then choose where to paste

1. Select the passage whose finger numbers you want to copy. Click the green **Copy Fingering** button below Add / Remove.

2. Select the passage you want to paste into, in the **same score**. Keep the Hands setting the same as when you copied.

3. If the passages can be matched, click **Paste Fingering** once. This replaces conflicting destination fingerings without another confirmation.

Which passages can be matched?

They must have the same number of notes. Chords must line up and have the same number of notes too: for example, a three-note chord needs another three-note chord.

If the music has separate lines played at the same time (called **voices** in MuseScore), those lines must match too. The pitches and rhythms may be different. PFS tells you if it cannot match the passages.

In a multiplayer score, use corresponding staves of the same players. Pasting directly between different players is not supported. If you change Player grouping, copy the source passage again.

What happens to numbers that are already there?

An empty space does not erase a number. If a copied note has no finger number and the matching note already has a **3**, that **3** stays.

Paste replaces the destination fingerings. Copied numbers replace existing manual or automatic numbers, including hidden numbers, and can restore numbers you deleted. Matching visible numbers keep their formatting.

The result shows how many finger numbers were pasted and how many existing fingerings were overwritten. Use **Undo** once to reverse the paste.

After pasting

Check the new passage at the piano. A fingering that works in one passage may feel different in another. Use **Undo** once to undo the paste.

PFS keeps pasted numbers just like numbers you entered yourself. You can paste the same copied passage again until you close the PFS panel.

Passages with ties

Copy/paste supports ordinary ties when both passages include each complete tie chain, with matching connections in one staff and voice. Cross-bar ties and transposed passages are allowed. Keep the same finger throughout a tie; blank tied continuations stay blank. Incomplete ties, different tie connections, grace notes, cross-staff notation and finger substitutions still need manual handling.

Copied numbers replace conflicting digits at corresponding positions. Pasting cannot leave different fingers within the same tie; PFS explains when retained destination digits prevent a valid paste.

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8 / WARNINGS AND ERRORS

Understand warnings and errors

Read the result before deciding whether to retry or enter fingerings by hand.

A partial result is still a result

PFS can add verified fingerings to supported notes and leave other notes unchanged. Open the warning list, then click its **measure links** to jump to the affected music. In ensemble scores, the warning also identifies the player and hand.

Check the indicated passage at the piano. Add or edit fingerings manually if needed. An unusually wide held-note span or unsupported notation does not necessarily mean the score is wrong. Do not force a larger hand reach just to remove a warning.

If nothing could be generated

When every target is skipped, the message differs from a partial success. Read its reasons and measure locations. Structural or selection errors can stop the whole operation before there is any result.

For an imported MusicXML/MXL score or new notes, save a native MuseScore copy (**.mscz**) first. If PFS still asks for a save, close and reopen that saved copy and retry.

If generation fails, is cancelled or times out

Follow the exact message; do not assume every error means the same thing. Calculation or validation failures normally prevent an unverified result from being applied. Use **Error report** when available, copy the message and reference code, and contact **hello@xylea.org**.

If a message says restoration could not be completed, use **Save As** to preserve a separate copy and keep your last known-good saved score. Do not overwrite that earlier copy or assume the score was fully restored.

License and history messages

For a license message, check the intended MuseHub account and PFS access, then follow the indicated next step. A technical authorization failure is not proof that another purchase is needed.

If the fingering history is full, save your work, keep the original and contact support about a compact score copy. The limit applies to that score, not your whole music library. Do not remove score metadata by hand.

Tell support what happened

Include the PFS version, operating system, MuseScore version, selected scope and exact message. You may choose to share a score copy or report; PFS does not attach either automatically.

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9 / LICENSE AND HELP

Licensing, supported music and help

Your score stays yours, including the finger numbers already added to it.

What are the purchase options?

Check the PFS listing in MuseHub for current purchase options, pricing, trial availability and license terms. This Beta guide does not promise trial access or change the terms of a purchase.

Beta availability for a test account is separate from a paid license. Ask the publisher if your assigned candidate or account has not been enabled.

What happens if my subscription expires?

The finger numbers already in your score stay there. You can still edit, save, print, export and use Undo/Redo in MuseScore.

Generating new fingerings and using Smart Fingering Paste require an active monthly subscription or a valid Lifetime license. MuseHub handles your purchase and access.

Why did PFS leave some notes unchanged?

Some piano writing needs a person to choose the fingering. Supported accompaniment and cross-staff notation can be generated, but uncertain notation or incompatible held-note constraints can leave affected notes unchanged. A partial result can still contain useful fingerings elsewhere. Open its warning list and click the relevant measure link; do not increase reach beyond what is comfortable.

For a note held across a tie, you keep holding the same sound. PFS does not add another number just because that held note is written again.

What if a message says the fingering history is full?

Save your work and keep the original score. Email **hello@xylea.org**; we can help you make a copy that you can continue working on.

This limit applies to that score only. You can keep using PFS with other scores.

Does PFS send my music anywhere?

PFS processes your music locally on your computer. It does not upload your score. MuseHub handles your account, licensing and updates.

The **Send feedback** button opens an optional browser form. It includes your PFS version automatically, but does not automatically send your score or files from your computer.

How do I get help?

Choose **Send feedback** in PFS, or email **hello@xylea.org**. Include the PFS version shown at the bottom left, your MuseScore and operating-system versions, what you clicked, and the message you saw.

After a generation failure or timeout, **Error report** may appear at the bottom of the PFS panel. Messages may call this the **Diagnostic report**. Open it to view or copy the available report; share it with support yourself. It contains timing and status, not the score, and is not uploaded automatically. Not every action creates a report.

Feedback: https://tally.so/r/ZjpYlA
Email: hello@xylea.org

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10 / MAC MAINTENANCE

Update or remove PFS on your Mac

These steps leave your saved scores and their finger numbers in place.

Install an update or fix an installation

Save your scores and quit MuseScore. Open the PFS **.pkg** installer and follow its instructions again. Other MuseScore plugins keep their settings.

If you have changed the plugin folder in MuseScore preferences, remove the old PFS copy before installing in the new folder. If an error mentions that folder, check **MuseScore > Preferences > Folders > Plugins**. Contact hello@xylea.org if you need help.

To remove PFS completely

1. Save and close. Save your scores, close the PFS Getting Started guide if it is showing, and quit MuseScore. Wait for any installation or update to finish.

2. Find the PFS folder. Look at the plugin folder listed in MuseScore's preferences. Inside it, find the folder named **PianoFingeringStudio**. If you changed the plugin folder, look in the previous location. The usual location is:
`/Users/<your-user-name>/Documents/MuseScore4/Plugins`

How to use these paths: in Finder, choose **Go > Home**. Use that folder's name in place of **<your-user-name>**. Then choose **Go > Go to Folder...** and paste the path. For example, if your home folder is alex, paths start with **/Users/alex/**.

Save your settings before removing files

3. Open the PianoFingeringStudio folder. If you see a file named **preferences.json**, copy it to this folder:
`/Users/<your-user-name>/Library/Application Support/Piano Fingering Studio/user`

Create the **user** folder if needed. If it already holds an older preferences.json, replace that older copy with the one you just copied. This keeps your settings for a later reinstallation.

Move these PFS items to the Trash

4. Move the **PianoFingeringStudio** folder to the Trash. Keep the larger Plugins folder and the other plugins inside it. Then remove the following items in order. For a file or app, open the folder containing it and move that item to the Trash. Skip an item if it is not there.

```
/Users/<your-user-name>/Library/LaunchAgents/com.pianofingeringstudio.getting-started.plist
/Users/<your-user-name>/Applications/Piano Fingering Studio.app
/Users/<your-user-name>/Library/Application Support/Piano Fingering Studio/versions
/Users/<your-user-name>/Library/Application Support/Piano Fingering Studio/onboarding
/Users/<your-user-name>/Library/Application Support/Piano Fingering Studio/launcher.json
```

Keep your music and saved settings

5. Leave the rest of the Piano Fingering Studio folder in Application Support in place, including the **user** folder you used above. Keep your scores and MuseScore settings. If the PFS guide was waiting to appear, it stops when it detects removal of its installation files.

To use PFS again, run its installer. Your saved PFS settings will be restored. Keep the removed items in the Trash until you have checked that you kept everything you wanted.

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11 / WINDOWS MAINTENANCE

Update, repair or remove PFS on Windows

Keep your scores and settings while managing the application and your user plugin.

Update or repair

Save your scores and quit MuseScore. Install the update through MuseHub, then allow the ordinary-user setup to finish. Existing scores and saved fingering preferences are retained.

For plugin repair, use **Set up or repair MuseScore plugin** in the Piano Fingering Studio Start folder. If your MuseScore plugin folder is not available, check **Edit > Preferences > Folders > Plugins** and contact support before deleting files.

If MuseHub Open repeats installation

Repeated installation from the MuseHub Open button has been observed on Windows and remains under investigation. After a successful installation, open PFS from the Start menu or open MuseScore and use its Plugins menu. Do not repeatedly reinstall or clear MuseHub data to try to reset licensing.

If setup has completed but the plugin is absent, use the repair shortcut described above. Tell support whether the problem occurs during download, machine installation, user plugin setup or a later Open action.

Uninstall PFS

1. Save and close MuseScore. Uninstall **Piano Fingering Studio** through MuseHub or Windows Settings > Apps. In Windows 1.2.3 and later, the uninstaller removes the active user's MuseScore plugin before deleting the application. Scores, saved preferences and unrelated plugins are kept.

2. If cleanup cannot finish, the uninstaller keeps the application and reports the problem. Keep MuseScore closed and contact support with the diagnostic report.

If other Windows accounts have configured PFS, each should first use **Remove my MuseScore plugin** from the PFS Start folder. Automatic uninstall does not scan other users' profiles.

If an older version left a plugin after uninstalling, install the updated PFS version and complete its user setup, then uninstall normally. Do not manually delete files or clear MuseHub data.

When license access is unavailable

Read the message in PFS, check your MuseHub account and license, then retry. Do not change permissions or disable security software to repair licensing. For purchase/account issues use MuseHub support; for PFS behavior contact hello@xylea.org.

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