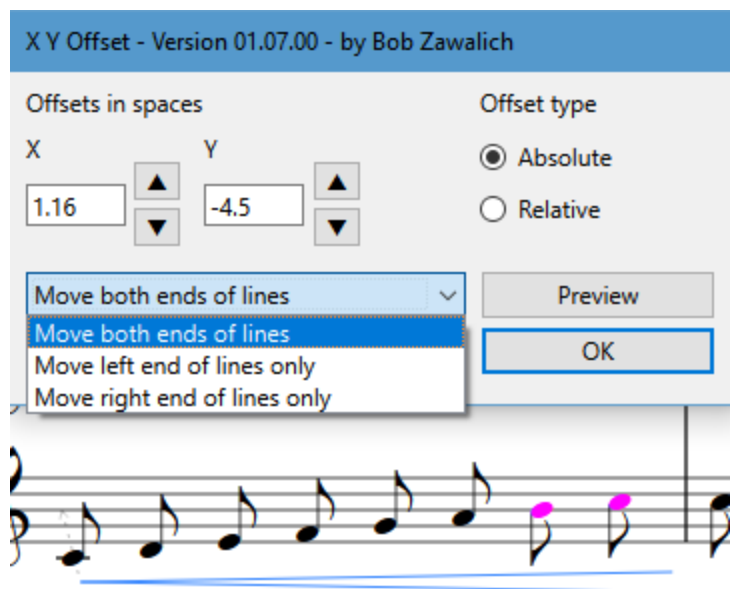# The X Y Offset plugin in Sibelius (category Navigation)
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X Y offset sets the X and Y offsets of selected objects, as the **Inspector** does (**Absolute** mode), or uses X and Y values to shift the position of selected objects compared to their current position (**Relative** mode).

It can serve as a replacement to the X Y positions of the **Inspector** in some cases, and adds the ability to shift the positions of objects.

It is kind of a combination of the X Y features of the **Inspector** or **Property Window** and plugins like **Shift Line Heights** and **Shift Horizontal**.

You may want to run a filter before running the plugin, as it has no filtering capability.

Here is a comparison of the plugin with the Inspector; in many cases you will find it simpler to just use the **Inspector** to replace X and Y offsets.

Advantages compared to the **Inspector**
• Can be assigned to a shortcut key.
• Can set objects to use the X and Y values (Absolute, same as Inspector), or to shift objects by the X and Y values (**Relative**).
• Will adjust the right end of lines by the same Y amount the left end is moved so the slope of the line is unchanged. You can also optionally move just the left or right end of the lines.
• Simpler – easier to find desired controls.
• Useful if you want to change offsets of many separate objects.

Disadvantages
• Plugin dialog is modal – you cannot do anything else when the dialog is up; this is somewhat mitigated by being able to be called with a shortcut key.
• Cannot use arrow keys in edit boxes; must click ^ and v buttons each time to make the text change
• Fewer options

Extra feature: by default, the initial focus is in the X edit box. If you run the plugin with no selection you can set the initial focus to go to the Y edit box instead. This can be useful if you will be running it repeatedly to change Y settings. You can also **Tab** or **Shift+Tab** to go between the X and Y edit boxes.

No Selection - may change initial edit box focus

This plugin requires a selection to change the score, but you can change which edit box gets the initial focus here, so you can more easily change just the X or Y values.

Absolute and relative options:

Absolute puts the values in the X and Y edit boxes into the selected objects. The Inspector will show these values when the plugin ends.

Relative adds the offsets to the X and Y offset of each selected object, thus shifting those objects. The Inspector will show the combined offsets for each selected object.

If both ends of a line are moved some adjustments are made to retain alignment.

◉ X has initial focus

○ Y has initial focus

Close