

Digital Performer 9.0.2 Read Me

Thank you for installing Digital Performer 9.0.2.

Complete DP9 documentation

You can find complete DP9 documentation (PDF files) on the DP9 installer disc, and you can also access them directly from Digital Performer's Help menu. Table of Contents entries, index entries, and cross references are live links that will jump to their destinations. In some cases, you may need to click directly on the page number (rather than the heading).

Changes and new features

For a comprehensive list of new features, please refer to *New Features in DP*, available in Digital Performer's Help menu.

New features introduced in version 9.0.2

Version 9.0.2 introduces the following new features:

Support for 3rd-party video hardware — On OS X 10.7 or later, you can now use devices from Blackmagic Design and AJA Video Systems to stream video output from Digital Performer. Choose the device in the same fashion as described for MOTU video hardware in the DP User Guide. This feature is Mac-only.

Support for Softube's Console 1 — Softube's Console 1 is an integrated hardware/software mixing solution that brings the feel of a real console to Digital Performer. Console 1 includes SSL SL 4000 E, a modeled analog console channel plug-in with 4-band EQ, compression, emulated analog console saturation, and a unique Dynamic Shaper. For more information, see <http://www.softube.com/console1.php>.

More vertical zooming in the Tracks Overview — Version 9.0.2 adds more vertical zoom steps to the Tracks Overview so that tracks can be even taller.

View menu — The new View menu consolidates many features in Digital Performer related to managing view-related commands and preferences. The "View Filter" command has been moved to the View menu and renamed "Filters". A large number of commands for manipulating the visibility of tracks in windows have been added, and they are also available in the standalone Track Selector's mini- menu.

Track selector enhancements — The Tracks Overview can now display the Track Selector like other windows. The Track Selector can be popped out of the Consolidated Window as a stand-alone, global window that affects all windows. The Tracks Selector list now indicates which tracks are currently record-enabled (bold) and disabled (italic), at a glance. New commands in the new View menu allow you to take a snapshot of which tracks are currently visible in the Track Selector and save the snapshot as a track

layout. Saved track layouts appear in the View menu and Commands window list, where they can be assigned hot keys for instant recall. Track layouts are bound to their sequence chunk and saved with the project.

Select All — The Select All command now only applies to the tracks visible (including closed folders) in a given window rather than all tracks in the sequence.

Muting selected audio — Using the Mute Selection command to mute or unmute a time range selection now scissors audio at the end points of the selection, e.g. you can select a subregion of a soundbite and toggle mute to mute just the selected area.

Display preference for grid lines — There is a new display preference for showing and hiding grid lines, instead of their visibility being bound to snapping being enabled or disabled. This defaults to being turned on. If you prefer to only see the edit grid while snapping, uncheck View > Grid > Edit Lines and make sure *Edit Lines While Snapping* is enabled.

Countoff while slaved to external sync — DP's Countoff feature now works while DP is slaved to external sync and AutoRecord is enabled. The click counts off to DP's punch-in time.

Send knobs readouts — Added readouts for send knobs on mouse-over that you can optionally type into. Option-clicking will immediately start editing the readout.

New commands — New commands have been added for changing which track or chunk is showing in the focused editor and duplicating takes on two or more selected tracks.

Enhancements introduced in version 9.0.2

Version 9.0.2 provides many improvements, optimizations, and refinements. Here are just a few highlights:

- [Mac] Fixed a crash with the Welcome window triggered by certain third-party plug-ins.
- [Mac] Fixed the Spotlight help menu in Japanese.
- Fixed a crash importing groups of sound files with mismatched sample rates.
- Fixed an issue where dragging a patch change to a clipping from the ME would hang.
- Fixed a crash when instantiating a surround panner via the right-click context menu.
- Fixed an issue where the last tempo event in the conductor track overview in the Tracks Overview might not appear graphically.
- Fixed a crash merging a pop-edited soundbite.
- Record next/previous track commands now follow the track order based on what's visible in the Tracks Overview.
- The Show/Hide Track Selector command now works in the Tracks Overview.
- Fixed a crash deleting a console item.
- Fixed the scroll bar in the Sequence Editor's track selector.
- Fixed a crash with surround send panners when switching the send destination.

- Kontakt 5.5.1 VST no longer fails examination.
- Fixed an issue where very large timestamps might not export correctly in WAVE files.
- Improved performance of the Movie window.
- Improved graphical performance when recording lots of audio.
- Added an embedded Track Selector to the Tracks Overview.
- Fixed deleting effects from custom categories.
- Fixed zooming in the conductor track ruler in the Sequence Editor.
- Fixed mute tool undo.
- Fixed an issue where certain clicks might not play back at sample rates other than 44.1kHz.
- Fixed issues resizing effect windows.
- [Win] Fixed Japanese localization in the L.A.M.E export plugin.
- [Mac] Use the proper system font for menus on 10.10+.
- Floating windows except toolbars no longer hide when switching to another application.
- Enabled "Edge Edit Copy" by default.
- Newly created soundbites will be labeled as "bite#.4" instead of "bite.4" to remove ambiguity so that bites intentionally ending with numbers (e.g., timecode) don't get treated as bite numbers.
- Improved project sizes and load and save times in large templates with lots of tracks.
- [Win] Fixed the Welcome Window on Windows 10.
- Fixed a graphical issue where plug-in UIs or consolidated window cells might not be placed correctly after dragging the containing window.
- Fixed a crash when restoring a window set with the QuickScribe window.
- Fixed an issue dragging multiple items to a category in the effect chooser.
- Fixed a crash when copying a console item.
- Fixed a crash when attaching to a Mixing Board item while in MIDI Learn mode.
- Fixed a crash when undoing during analysis.
- [Win] Fixed an issue where MP3 exports wouldn't have the .mp3 extension.
- Fixed an issue where opening an empty plug-in window with Shift-F wouldn't float according to the preference.
- [Win] Fixed international keyboard support for certain characters, such as '<' and '>' on Italian keyboard layouts or chords involving the Alt Gr key.
- Fixed an issue where tap tempo didn't work reliably when tapping faster than the current tempo.
- Fixed an issue where nudging by milliseconds the same amount in either direction might be off by a few samples from the initial position.
- Fixed an issue where imported movie audio didn't have the correct timestamp.
- Fixed the pitch bypass button.
- Improved performance of commands encompassing lots of tracks.
- Fix occasional crashes caused by unloading plug-ins dynamic libraries when shutting down MAS.
- Fixed a crash when inserting a CC into the MIDI Editor.
- Fixed a bug where rectified waveforms weren't drawing correctly.
- Improved display of muted soundbites and MIDI notes.
- Added the Waveform Editor to the Open In editors in contextual menus where appropriate.

- Changed the default selection color to the theme selection color instead of the system selection color.
- Fixed an issue where the Erase command might not correctly be bound to the Delete key.
- Made the insertion point more visible in dark themes.
- Fixed a bug where VSTs or Carbon-based AUs weren't displayed properly when running in 32-bit.
- Fixed crashes hiding and showing lanes.
- Improved the performance of undos involving large numbers of tracks.
- [Win] Fixed pencilling CCs in the SE.
- [Win] Fixed a hang when resizing the movie track in the SE.
- Improved performance of the EuCon control surface driver with large numbers of tracks.

Enhancements introduced in version 9.0.1

Version 9.0.1 provides many improvements, optimizations, and refinements. Here are just a few highlights:

- Fixed a crash inserting continuous data in the Sequence Editor.
- Fixed selection in lanes in the Sequence Editor.
- [Mac] Fix drawing issues where plug-ins might appear behind the Consolidated Window cells.
- Allow MIDI Learn to target mixing board controls.
- Fixed an issue where the inserted pencil type might not match the menu in the MIDI Editor.
- Improved performance when opening the Sequence Editor.
- Fixed an issue where MIDI output menus would be disabled after using Track Assignments.
- Fixed saving of VST presets.
- Fixed a bug with patch changes in MX4.
- Fixed a graphical issue where undoing or redoing a comp take segment would not re-display at first.
- Fixed an issue where only the first Device Group was assignable.
- Fixed a crash in the Drum Editor.
- Fixed the Change Velocity window in the Nine theme.
- Fixed an issue where Aux tracks could be set to Note or Pitch edit layers erroneously.
- Fixed an issue where plug-in tails might get clipped when bouncing with iZotope Ozone, UVI Relayer and others.
- Fixed an issue where iZotope Ozone 6 will appear bypassed when not playing back.
- [Mac] Allow MMC via the IAC bus.
- Fixed an issue where the mixing board might be out of sync with its Track Selector.
- Fixed a crash when toggling the movie floats on top preference.
- Draw the sound bite's selection highlight in the Sequence Editor under the waveform.
- Fixed a crash with Snip in the Waveform Editor.
- Changed "Fix partial measures" back to on by default.
- When opening a document with partial measures and the preference on, we now ask

the user whether to correct the partial measures or leave them as is.

- Fixed Paste Repeat.
- [Win] Fix an issue inputting international text involving the Alt Gr key (e.g. @ in German).
- Show Marker grid lines in the Tracks Overview like other editors.
- Fixed an issue with disconnected controls in the Mixing Board and Channel Strip.
- Increased the idle rate of VSTs, which should improve the redraw speed of plug-ins that depend on it such as Serum.
- Fix an occasional crash in the VST version of BFD3.
- Fixed a Mixing Board crash when selecting multiple V-Rack tracks in the Track Selector.
- Fixed an issue where simply clicking items in lists such as the Tracks Overview might move the row.
- [Mac] Fixed graphical issues printing parts in QuickScribe.
- Fixed an issue where the search field wouldn't appear in the undocked Markers window.
- Restored the Console item context menu.
- Fix crashes in QuickScribe in some documents with lyrics.
- Updated the Japanese documentation, including the User Guide.
- [Win] Fixed right-clicking in MAS plug-ins.
- Fix an issue when trying to MIDI learn the mute or solo buttons in the Mixing Board.
- Fixed scrolling in text boxes in the Track Inspector and Lyrics windows.
- Fixed an issue where the Movie window might not float properly when undocked from the Consolidated Window, despite the user's preference.
- More performance improvements for the Sequence Editor with lots of tracks.
- Updated to the EuCon 3 SDK.
- Fixed improper button labels in the offline activation window.
- Fixed a bug where freezing a track wouldn't properly update the sends on the frozen track.
- Widened the plug-in name column in the Effect Chooser.
- [Mac] Correctly install the DP9 document icons.
- Make the Tracks Overview divider the same width as the Consolidated Window dividers.
- Fixed an issue where not all VST instruments were properly loaded as instruments.
- Fixed zooming across lanes.
- Fixed some commands that toggle windows open and closed, e.g. the Track Selector command.
- Added scrolling to change values in MX4.
- Fixed scrolling in the Project Notes window.
- [Mac] Fixed an issue moving the movie window between a Retina and non-Retina display.
- Fix highlighting of piano roll ruler in Pitch lanes in the Sequence Editor.
- Tweaked contrast and colors in Nine.
- Fixed the button artwork in Savannah and Alloy.
- Disable the buffer size menu during playback.
- Added the Japanese plug-in guide.
- MX4 Japanese localization.

Attention Mac BPM, Ethno, and Electric Keys owners

If you use BPM, Ethno, and/or Electric Keys with Digital Performer on the Mac, and you wish to run DP9 in 64-bit mode, use the AU or VST versions of these instrument plug-ins (as there is no 64-bit MAS version). If you plan to transfer DP9 projects between a Mac and PC, use the VST version, which will allow the plug-in settings to transfer back and forth seamlessly. When migrating projects created in earlier versions of DP to Version 9, you can transfer settings from the old MAS version to the new AU (or VST) version of the instrument as follows:

1. Open the project in the older version of DP.
2. Save the instrument plug-in settings from within the plug-in (as a BPM *Performance*, an Ethno *Multi*, or an Electric Keys *Combi*).
3. Open the project in DP9.
4. Load the settings (performance, multi or combi) into the AU version of BPM, Ethno or Electric Keys.

Note: MachFive 3 settings will successfully transfer from old DP projects into DP9, so you don't need to do this procedure for MachFive 3.

We hope you enjoy using Digital Performer 9. We welcome your comments and suggestions.

Sincerely,

The Digital Performer Development Team
www.motu.com/techsupport
www.motu.com/suggestions

©2016 MOTU, Inc.