

New Features in Digital Performer 5.13

OVERVIEW

This document provides late-breaking information about new features in Digital Performer 5.13 not covered in the DP5 manuals.

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CURRENT SYSTEM REQUIREMENTS

Minimum computer requirements

Digital Performer 5.13 requires a G4/500MHz Power Mac with 512MB RAM running Mac OS X 10.4.6 (Tiger) or higher. A 17-inch monitor (or larger) is recommended.

Computer Recommendations

The minimum recommended system for Digital Performer is a dual-processor G4 Power Mac or any Intel Mac. 1GB of RAM or more is also recommended. The faster the Mac, and the more RAM installed in it, the more responsive Digital Performer is. Scrolling during playback is smoother, the counter updates regularly, and actions that you take with the program are faster —especially during playback.

UNIVERSAL BINARY

This version of Digital Performer is fully compatible with Intel based Mac systems and PowerPC-based G4 and G5 Mac computers.

DAE SUPPORT ON INTEL MACS

As of this release, Pro Tools is not yet qualified by Digidesign for Leopard (Mac OS X 10.5). DP 5.13 supports DAE operation on Intel-based Mac Pro systems running Mac OS 10.4.7 or later and Pro Tools version 7.1cs9 or later. MOTU has tested and qualified up to Pro Tools version 7.3.1cs5 on both PowerPC and Intel based Apple Desktop Systems. As new versions of DAE become available, check motu.com for compatibility information.

WORKING WITH MULTIPLE BIT DEPTHS

In earlier versions of Digital Performer, all audio files being used in a project were required to match the project's sample format setting (either 16 bit or 24 bit). This is no longer the case in DP 5.13. The Sample Format setting has been removed entirely from the program (from the Setup menu and the Control Panel), and projects no longer carry the sample format distinction.

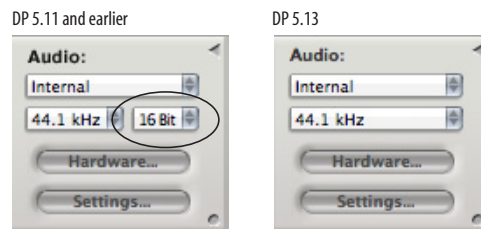


Figure 1: The sample format menu has been removed.

In DP 5.13, you can now freely mix and match 16-bit and 24-bit files and they will all play back and otherwise operate normally. The original bit depth of a file is preserved from the time it is either recorded or imported, unless you intentionally change it using the new *Convert Sample Rate or Format* command shown in Figure 3 on page 2.

New Audio Options preferences

To support DP's new sample format capabilities, there are several new settings in the Audio Options pane (*Digital Performer menu > Preferences*), as shown below in Figure 2:

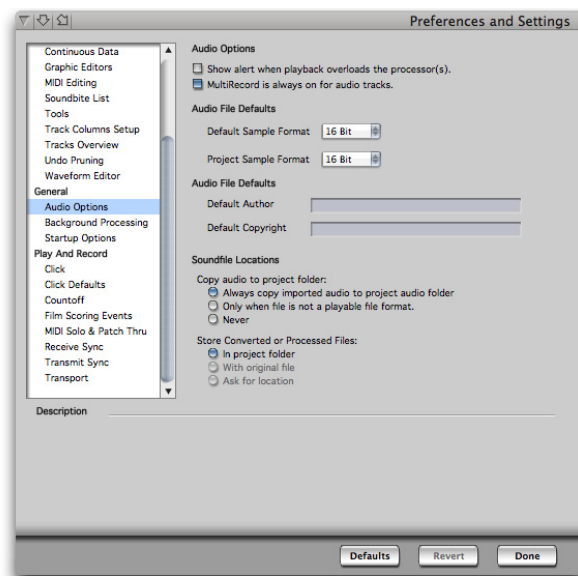


Figure 2: New Audio file default options.

Default sample format: Determines the sample format for new files recorded or created in new projects.

Project sample format: Determines the sample format for new files recorded or created in this project.

Default Author / Default Copyright: Determine the default text for these items in new audio files.

Automatic sample format conversion options removed

Since Digital Performer no longer requires sample format conversion, the automatic sample format conversion options have been removed from the Automatic Conversions preferences pane (*Digital Performer menu > Preferences*). You can still manually convert an audio file's sample format using the *Convert Sample Rate or Format* command described in the next section.

Convert Sample Rate or Format command

The *Convert Sample Rate* and *Convert Sample Format* commands in the Soundbite window mini-menu have been combined into one command called *Convert Sample Rate or Format*.

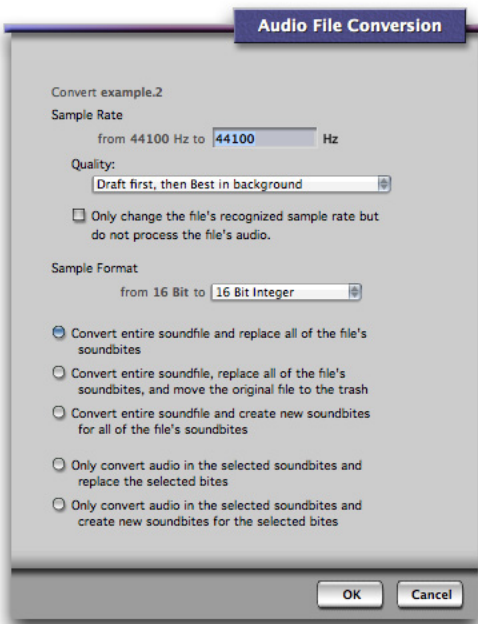


Figure 3: Convert Sample Rate or Format.

Changing the recognized sample rate for an audio file

There is a new option in the *Convert Sample Rate or Format* dialog called *Only change the file's recognized sample rate but do not process the file's audio*. When checked, this command changes the sample rate attribute for the audio file, but it does not actually process or otherwise alter the audio data in the file. Use this command in situations where the sample rate

being reported by the file (as listed in Digital Performer's Soundbites window, or the info window in other audio applications) erroneously does not match the actual sample rate of the audio contained in the file.

AUDIO FILE NAMES

Digital Performer now writes audio file names with the file type extension at the very end of the name. For example, the audio files created by Digital Performer when you record into a stereo guitar track would be named *Guitar.L.sd2* and *Guitar.R.sd2*. This makes audio files created by Digital Performer even more compatible with other popular audio software programs on Mac and Windows. For example, DP 5.13's new naming scheme supports the surround audio file naming scheme employed by Pro Tools. Note, however, that DP 5.13's naming scheme is incompatible with earlier versions of Digital Performer. Therefore, if you wish to migrate a project back to an earlier version of Digital Performer, you must use the Save As command and duplicate the audio to rewrite the project's audio files with file names that the earlier version of DP can handle.

ADD INSTRUMENT TRACK

The *Add Instruments* command (page 859 in the *DP5 User Guide*) has been expanded to offer several convenient shortcuts for creating instrument tracks.

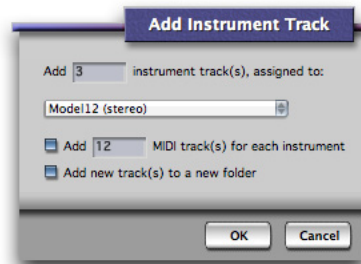


Figure 4: Adding one or more instruments.

To create one or more instrument tracks, choose *Project menu > Add Track > Instrument Track > Add Instruments*. A dialog appears (Figure 4 above) allowing you to choose an instrument and the number of instances of that instrument you wish to add. You can also choose the number of MIDI Tracks to be created and assigned to the chosen instrument. If you create multiple MIDI tracks and the instrument you choose has multiple MIDI destinations (such as the 16 individual parts in MachFive), Digital Performer will map each MIDI track to a separate channel.

Automatic MIDI channel assignment is not available when operating Digital Performer under DAE. You can manually assign the MIDI track to the instrument.

An option is provided to place the new instrument and MIDI tracks together in a new Track Folder, if desired. Each instrument is placed in its own folder, with its MIDI tracks.

REAL-TIME VERSUS RENDERED EFFECTS

In DP5, effects on disk tracks are pre-rendered when the effects window is closed. This provides enhanced performance, allowing you to use more effects plug-ins with lower CPU usage. When opening and closing the plug-in window, you may briefly hear the original, unaffected sound.

The Effects Window mini-menu provides a new option to address this issue. When the *Always run in Real-time* menu item is checked (enabled), you will not hear this brief sound when opening and closing the plug-in window. The consequence, however, is that you will not gain any performance enhancement when the window is closed (the plug-in output will not be pre-rendered).

In some situations, effects always run in real-time. For example, if an effect is instantiated on an aux track or instrument track, it always runs in real time. Here are a few other situations in which effects always run in real time:

- all powered plug-ins, such as Universal Audio UAD-1 effects and TC Electronic PowerCore effects
- post-fader effects
- mono-to-stereo effects
- mono-to-surround effects
- stereo-to-surround effects
- any effects that follow the effects described above in the signal chain

Plug-in automation is not affected by the *Always run in Real-time* option.

MODEL 12 SEND AND AUX OUTPUT MAPPING

The send and aux output mapping for Model 12 is as follows:

Send/aux	Model 12 mapping
Send 1	Model12 3-4
Send 2	Model12 5-6
Aux 1	Model12 7-8
Aux 2	Model12 9-10
Aux 3	Model12 11-12
Aux 4	Model12 13-14
Aux 5	Model12 15-16
Aux 6	Model12 17-18

ASSIGNING THE OUTPUT FOR A FILM SCORING EVENT

You can assign a streamer, punch or flutter to output to one or more of the following destinations:

Setting	Destination
No Destination	None (appears when none are selected)
qt	QuickTime overlay
dtp	MOTU Digital Timepiece or Video Timepiece
1m1	CueLine ProCue 1m1
csm	ClickStreamMachine

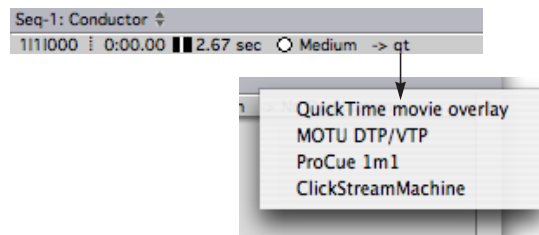


Figure 5: Assigning a video output for a streamer, flutter or punch.

When you assign the output of a film scoring event to an external box, Digital Performer will automatically generate MIDI data during playback to trigger streamers, flutters and punches from the assigned hardware unit.

DISPLAYING A BLANK MOVIE BACKGROUND FOR VISUAL CUES

When choosing a movie (by choosing *Movie* from the Project menu or by clicking the Choose button in the movie track info pane in the Sequence Editor), there is a new button called *Use Blank Movie*, which produces the Blank Movie Options dialog shown below in Figure 6. This option can be used for any purpose, but it was added specifically for the purpose of providing a convenient, blank background for film score event visual cues.

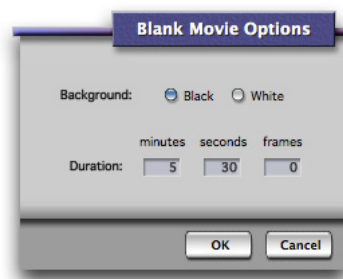


Figure 6: Creating a blank movie background for film score event visual cues.

Choose a black or white background as desired, and specify a duration for the movie. When choosing a background color, be sure to choose a background that will contrast with

your chosen color for the visual cues. For example, don't use a white background if you intend to display white streamers and punches. The exact duration of the blank movie doesn't really matter, as long as it lengthy enough for your project.

NEW MOVIE WINDOW OPTION

There is a new movie window mini-menu option called *Use Black Background before/after Movie*. This causes the movie window to display a black background (instead of a white background) during time periods before the start time of the movie and after its end time. This setting has no effect on the movie file itself and is for Digital Performer display purposes only.

SURROUND TRACK METERS

Surround Tracks in the Mixing Board now display surround meters (an individual meter for each surround channel), as shown below in Figure 7. This does not apply to mono or stereo tracks with surround outputs.

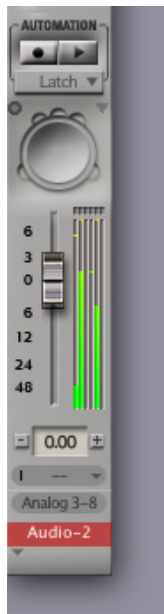


Figure 7: Surround metering in the Mixing Board.

UPDATED DAE SETTINGS

The DAE settings dialog shown in Figure 79-4 on page 946 in the Digital Performer User Guide has been updated as shown below:

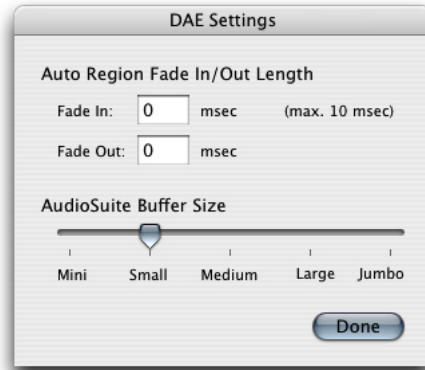


Figure 8: DAE Settings in DP 5.13.

The *Open Ended Record Allocation* options have been removed, as determined by the latest versions of DAE.

The *Delay Compensation Engine* options have been removed and replaced by DAE's delay compensation engine, which can be accessed in the Playback Engine window, as shown below. Consult your Pro Tools documentation for details on this feature.

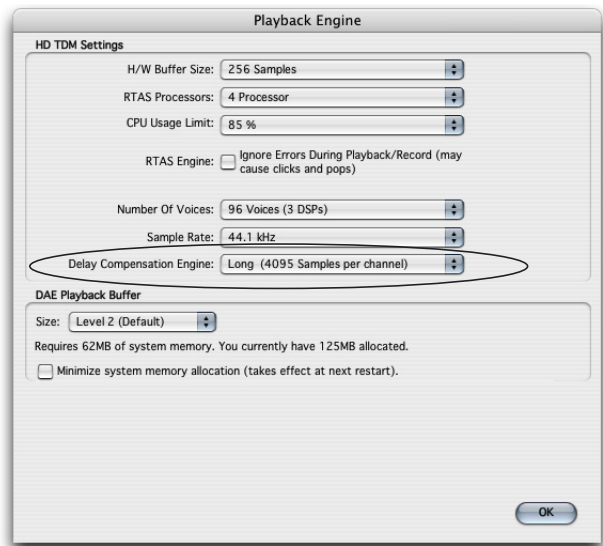


Figure 9: The DAE delay compensation engine.

MIDI CONTROL OF INSTRUMENT SETTINGS

The settings in Model 12, Nanosampler and Digital Performer's other instruments can be controlled from your MIDI controller.

To assign a knob, fader, or other control device on your MIDI controller to a knob in Modulo, control-click the knob to open the contextual menu and choose *Learn Controller Mapping* from the contextual menu. Then send MIDI data from your controller to complete the assignment.

Digital Performer's other five instruments can be controlled by sending the MIDI NRPN's listed below from your controller. Modulo can also be controlled via the NRPN's listed here.

BassLine

NRPN 0	Glide
NRPN 1	Legato Mode
NRPN 2	Lower Pitch Bend Range
NRPN 3	Volume
NRPN 4	Velocity->Volume
NRPN 5	Osc Mix
NRPN 6	Octave Transpose
NRPN 7	Stereo Detuning
NRPN 8	Filter Freq
NRPN 9	Filter Resonance
NRPN 10	Filter Env Decay
NRPN 11	Filter Modulation
NRPN 12	Filter Velocity Modulation
NRPN 13	Overdrive
NRPN 14	Amp Env Decay

PolySynth

NRPN 0	Pitch Bend Range
NRPN 1	Volume
NRPN 2	Velocity->Volume
NRPN 3	Triangle Oscillator Level
NRPN 4	Sawtooth Oscillator Level
NRPN 5	Rectangle Oscillator Level
NRPN 6	Sub 1 Oscillator Level
NRPN 7	Sub 2 Oscillator Level
NRPN 8	Noise Level

NRPN 9	Octave Transpose
NRPN 10	Stereo Detuning
NRPN 11	LFO Rate
NRPN 12	PWM Modulation
NRPN 13	Vibrato/Wah-Wah
NRPN 14	Filter Keyfollow
NRPN 15	Filter Freq
NRPN 16	Filter Resonance
NRPN 17	Filter Envelope Modulation
NRPN 18	Filter Velocity Modulation
NRPN 19	Attack
NRPN 20	Decay
NRPN 21	Sustain Level
NRPN 22	Release
NRPN 23	Distortion
NRPN 24	Chorus

Modulo

NRPN 0	Polyphony
NRPN 1	Lower Pitch Bend Range
NRPN 2	Upper Pitch Bend Range
NRPN 3	Polyphonic Mode
NRPN 4	Legato Mode
NRPN 5	Portamento Time
NRPN 100	Osc Mix
NRPN 101	Noise Level
NRPN 200	Osc 1 Waveform
NRPN 201	Osc 1 Key-Follow
NRPN 202	Osc 1 Phase Mode
NRPN 203	Osc 1 Pitch Offset
NRPN 204	Osc 1 Phase Shift
NRPN 205	Osc 1 Symmetry
NRPN 220	Osc 2 Waveform
NRPN 221	Osc 2 Key-Follow
NRPN 222	Osc 2 Phase Mode
NRPN 223	Osc 2 Pitch Offset
NRPN 224	Osc 2 Phase Shift
NRPN 225	Osc 2 Symmetry
NRPN 300	Filter Mode

NRPN 301	Filter Freq
NRPN 302	Filter Resonance
NRPN 303	Filter Key-Follow
NRPN 400	Amp Env Attack
NRPN 401	Amp Env Decay
NRPN 402	Amp Env Sustain Level
NRPN 403	Amp Env Release
NRPN 410	Filter Env Attack
NRPN 411	Filter Env Decay
NRPN 412	Filter Env Sustain Level
NRPN 413	Filter Env Release
NRPN 420	Mod Env Attack
NRPN 421	Mod Env Decay
NRPN 422	Mod Env Sustain Level
NRPN 423	Mod Env Release
NRPN 500	LFO 1 Waveform
NRPN 501	LFO 1 Sync Mode
NRPN 502	LFO 1 Rate
NRPN 503	LFO 1 Sync Period
NRPN 520	LFO 2 Waveform
NRPN 521	LFO 2 Sync Mode
NRPN 522	LFO 2 Rate
NRPN 523	LFO 2 Sync Period
NRPN 600	Filter Env->Filter Freq
NRPN 700	Mod Env->Osc Mix
NRPN 701	Mod Env->Osc 1 Freq
NRPN 702	Mod Env->Osc 2 Freq
NRPN 703	Mod Env->Osc 1 Phase Shift
NRPN 704	Mod Env->Osc 2 Phase Shift
NRPN 705	Mod Env->Osc 1 Sym
NRPN 706	Mod Env->Osc 2 Sym
NRPN 800	LFO 1->Filter Freq
NRPN 801	LFO 1->Osc 1 Pitch
NRPN 802	LFO 1->Osc 2 Pitch
NRPN 803	LFO 1->Osc 1 Phase Shift
NRPN 804	LFO 1->Osc 2 Phase Shift
NRPN 805	LFO 1->Osc 1 Sym
NRPN 806	LFO 1->Osc 2 Sym

NRPN 900	LFO 2->Filter Freq
NRPN 901	LFO 2->Osc Mix
NRPN 902	LFO 2->Osc 1 & 2 Pitch
NRPN 903	LFO 2->Osc 1 Phase Shift
NRPN 904	LFO 2->Osc 2 Phase Shift
NRPN 905	LFO 2->Osc 1 Sym
NRPN 906	LFO 2->Osc 2 Sym
NRPN 1000	Velocity->Volume
NRPN 1001	Velocity->Osc Mix
NRPN 1002	Velocity->Osc 1 & 2 Phase Shift
NRPN 1003	Velocity->Osc 1 & 2 Sym
NRPN 1004	Velocity->Filter Freq
NRPN 1100	Wheel->Filter Freq
NRPN 1101	Wheel->Filter Res
NRPN 1102	Wheel->Osc 1 & 2 Phase Shift
NRPN 1103	Wheel->Osc 1 & 2 Sym
NRPN 1104	Wheel->LFO 1->Filter Freq
NRPN 1105	Wheel->LFO 1->Osc Pitch
NRPN 1200	Stereo Detuning
NRPN 1201	Volume

Nanosampler

NRPN 0	Polyphony
NRPN 1	Pitch Bend Range
NRPN 2	Volume
NRPN 3	Velocity Sensitivity
NRPN 4	Tuning
NRPN 5	Sample Start
NRPN 6	Sample End
NRPN 7	Loop Enable
NRPN 8	Loop Start
NRPN 9	Loop End
NRPN 10	Loop Crossfade
NRPN 11	LFO Trigger Mode
NRPN 12	LFO Sync Mode
NRPN 13	LFO Waveform
NRPN 14	LFO Rate
NRPN 15	LFO Synced Rate
NRPN 16	LFO Delay

NRPN 17	LFO Fade
NRPN 18	LFO Detuning
NRPN 19	LFO Pitch Modulation
NRPN 20	Amp Env Attack
NRPN 21	Amp Env Decay
NRPN 22	Amp Env Sustain Level
NRPN 23	Amp Env Release
NRPN 24	Filter Env Attack
NRPN 25	Filter Env Decay
NRPN 26	Filter Env Sustain Level
NRPN 27	Filter Env Release
NRPN 28	Filter Enable
NRPN 29	Filter Mode
NRPN 30	Filter Frequency
NRPN 31	Filter Resonance
NRPN 32	Filter Key-Follow
NRPN 33	LFO Filter Modulation
NRPN 34	Filter Velocity Tracking
NRPN 35	Envelope Filter Modulation

Proton

NRPN 0	Polyphony
NRPN 1	Pitch Bend Range
NRPN 2	Glide
NRPN 3	Transpose
NRPN 4	Velocity->Volume
NRPN 5	Volume
NRPN 6	Stereo Detuning
NRPN 7	Oscillator Harmonic
NRPN 8	Oscillator Fine Tuning
NRPN 9	Oscillator Key Follow
NRPN 10	Modulator Harmonic
NRPN 11	Modulator Fine Tuning
NRPN 12	Modulator Waveform
NRPN 13	FM Amount
NRPN 14	Modulator Pitch Envelope Modulation
NRPN 15	FM Envelope Modulation
NRPN 16	FM LFO Rate
NRPN 17	FM LFO Modulation

NRPN 18	Vibrato LFO Rate
NRPN 19	Vibrato Amount
NRPN 20	Modulator Freq Attack
NRPN 21	Modulator Freq Decay
NRPN 22	Modulator Freq Sustain Level
NRPN 23	Modulator Freq Release
NRPN 24	FM Attack
NRPN 25	FM Decay
NRPN 26	FM Sustain Level
NRPN 27	FM Release
NRPN 28	Amp Attack
NRPN 29	Amp Decay
NRPN 30	Amp Sustain Level
NRPN 31	Amp Release

Model 12

NRPN 0	Master Volume
NRPN 1	Master Tune
NRPN 2	Master Stretch
NRPN 3	Voice Selection
NRPN 101	Cell 1 Mute
NRPN 102	Cell 1 Solo
NRPN 103	Cell 1 Link
NRPN 104	Cell 1 Output Assignment
NRPN 105	Cell 1 Output Assignment
NRPN 106	Cell 1 Sample Start
NRPN 107	Cell 1 Sample Start Velocity Mod
NRPN 108	Cell 1 Sample Start Random Mod
NRPN 109	Cell 1 Standard Tune
NRPN 110	Cell 1 Tune Velocity Mod
NRPN 111	Cell 1 Tune Random Mod
NRPN 112	Cell 1 Tune Decay Amount
NRPN 113	Cell 1 Tune Decay Time
NRPN 114	Cell 1 Tune Mode
NRPN 115	Cell 1 Stretch
NRPN 116	Cell 1 PureDSP Tune
NRPN 117	Cell 1 Filter Frequency
NRPN 118	Cell 1 Filter Frequency Velocity Mod
NRPN 119	Cell 1 Filter Frequency Random Mod

NRPN 120	Cell 1 Filter Frequency Decay Amount
NRPN 121	Cell 1 Filter Frequency Decay Time
NRPN 122	Cell 1 Filter Mode
NRPN 123	Cell 1 Resonance
NRPN 124	Cell 1 Resonance Velocity Mod
NRPN 125	Cell 1 Resonance Random Mod
NRPN 126	Cell 1 Drive
NRPN 127	Cell 1 Drive Velocity Mod
NRPN 128	Cell 1 Drive Random Mod
NRPN 129	Cell 1 Sample End
NRPN 130	Cell 1 Decay Time
NRPN 131	Cell 1 Decay Mode
NRPN 132	Cell 1 Volume
NRPN 133	Cell 1 Volume Velocity Mod
NRPN 134	Cell 1 Pan
NRPN 135	Cell 1 Pan Velocity Mod
NRPN 136	Cell 1 Pan Random Mod
NRPN 137	Cell 1 Send 1 Level
NRPN 138	Cell 1 Send 2 Level
NRPN 201	Cell 2 Mute
NRPN 202	Cell 2 Solo
NRPN 203	Cell 2 Link
NRPN 204	Cell 2 Output Assignment
NRPN 205	Cell 2 Output Assignment
NRPN 206	Cell 2 Sample Start
NRPN 207	Cell 2 Sample Start Velocity Mod
NRPN 208	Cell 2 Sample Start Random Mod
NRPN 209	Cell 2 Standard Tune
NRPN 210	Cell 2 Tune Velocity Mod
NRPN 211	Cell 2 Tune Random Mod
NRPN 212	Cell 2 Tune Decay Amount
NRPN 213	Cell 2 Tune Decay Time
NRPN 214	Cell 2 Tune Mode
NRPN 215	Cell 2 Stretch
NRPN 216	Cell 2 PureDSP Tune
NRPN 217	Cell 2 Filter Frequency
NRPN 218	Cell 2 Filter Frequency Velocity Mod
NRPN 219	Cell 2 Filter Frequency Random Mod

NRPN 220	Cell 2 Filter Frequency Decay Amount
NRPN 221	Cell 2 Filter Frequency Decay Time
NRPN 222	Cell 2 Filter Mode
NRPN 223	Cell 2 Resonance
NRPN 224	Cell 2 Resonance Velocity Mod
NRPN 225	Cell 2 Resonance Random Mod
NRPN 226	Cell 2 Drive
NRPN 227	Cell 2 Drive Velocity Mod
NRPN 228	Cell 2 Drive Random Mod
NRPN 229	Cell 2 Sample End
NRPN 230	Cell 2 Decay Time
NRPN 231	Cell 2 Decay Mode
NRPN 232	Cell 2 Volume
NRPN 233	Cell 2 Volume Velocity Mod
NRPN 234	Cell 2 Pan
NRPN 235	Cell 2 Pan Velocity Mod
NRPN 236	Cell 2 Pan Random Mod
NRPN 237	Cell 2 Send 1 Level
NRPN 238	Cell 2 Send 2 Level
NRPN 301	Cell 3 Mute
NRPN 302	Cell 3 Solo
NRPN 303	Cell 3 Link
NRPN 304	Cell 3 Output Assignment
NRPN 305	Cell 3 Output Assignment
NRPN 306	Cell 3 Sample Start
NRPN 307	Cell 3 Sample Start Velocity Mod
NRPN 308	Cell 3 Sample Start Random Mod
NRPN 309	Cell 3 Standard Tune
NRPN 310	Cell 3 Tune Velocity Mod
NRPN 311	Cell 3 Tune Random Mod
NRPN 312	Cell 3 Tune Decay Amount
NRPN 313	Cell 3 Tune Decay Time
NRPN 314	Cell 3 Tune Mode
NRPN 315	Cell 3 Stretch
NRPN 316	Cell 3 PureDSP Tune
NRPN 317	Cell 3 Filter Frequency
NRPN 318	Cell 3 Filter Frequency Velocity Mod
NRPN 319	Cell 3 Filter Frequency Random Mod

NRPN 320	Cell 3 Filter Frequency Decay Amount
NRPN 321	Cell 3 Filter Frequency Decay Time
NRPN 322	Cell 3 Filter Mode
NRPN 323	Cell 3 Resonance
NRPN 324	Cell 3 Resonance Velocity Mod
NRPN 325	Cell 3 Resonance Random Mod
NRPN 326	Cell 3 Drive
NRPN 327	Cell 3 Drive Velocity Mod
NRPN 328	Cell 3 Drive Random Mod
NRPN 329	Cell 3 Sample End
NRPN 330	Cell 3 Decay Time
NRPN 331	Cell 3 Decay Mode
NRPN 332	Cell 3 Volume
NRPN 333	Cell 3 Volume Velocity Mod
NRPN 334	Cell 3 Pan
NRPN 335	Cell 3 Pan Velocity Mod
NRPN 336	Cell 3 Pan Random Mod
NRPN 337	Cell 3 Send 1 Level
NRPN 338	Cell 3 Send 2 Level
NRPN 401	Cell 4 Mute
NRPN 402	Cell 4 Solo
NRPN 403	Cell 4 Link
NRPN 404	Cell 4 Output Assignment
NRPN 405	Cell 4 Output Assignment
NRPN 406	Cell 4 Sample Start
NRPN 407	Cell 4 Sample Start Velocity Mod
NRPN 408	Cell 4 Sample Start Random Mod
NRPN 409	Cell 4 Standard Tune
NRPN 410	Cell 4 Tune Velocity Mod
NRPN 411	Cell 4 Tune Random Mod
NRPN 412	Cell 4 Tune Decay Amount
NRPN 413	Cell 4 Tune Decay Time
NRPN 414	Cell 4 Tune Mode
NRPN 415	Cell 4 Stretch
NRPN 416	Cell 4 PureDSP Tune
NRPN 417	Cell 4 Filter Frequency
NRPN 418	Cell 4 Filter Frequency Velocity Mod
NRPN 419	Cell 4 Filter Frequency Random Mod

NRPN 420	Cell 4 Filter Frequency Decay Amount
NRPN 421	Cell 4 Filter Frequency Decay Time
NRPN 422	Cell 4 Filter Mode
NRPN 423	Cell 4 Resonance
NRPN 424	Cell 4 Resonance Velocity Mod
NRPN 425	Cell 4 Resonance Random Mod
NRPN 426	Cell 4 Drive
NRPN 427	Cell 4 Drive Velocity Mod
NRPN 428	Cell 4 Drive Random Mod
NRPN 429	Cell 4 Sample End
NRPN 430	Cell 4 Decay Time
NRPN 431	Cell 4 Decay Mode
NRPN 432	Cell 4 Volume
NRPN 433	Cell 4 Volume Velocity Mod
NRPN 434	Cell 4 Pan
NRPN 435	Cell 4 Pan Velocity Mod
NRPN 436	Cell 4 Pan Random Mod
NRPN 437	Cell 4 Send 1 Level
NRPN 438	Cell 4 Send 2 Level
NRPN 501	Cell 5 Mute
NRPN 502	Cell 5 Solo
NRPN 503	Cell 5 Link
NRPN 504	Cell 5 Output Assignment
NRPN 505	Cell 5 Output Assignment
NRPN 506	Cell 5 Sample Start
NRPN 507	Cell 5 Sample Start Velocity Mod
NRPN 508	Cell 5 Sample Start Random Mod
NRPN 509	Cell 5 Standard Tune
NRPN 510	Cell 5 Tune Velocity Mod
NRPN 511	Cell 5 Tune Random Mod
NRPN 512	Cell 5 Tune Decay Amount
NRPN 513	Cell 5 Tune Decay Time
NRPN 514	Cell 5 Tune Mode
NRPN 515	Cell 5 Stretch
NRPN 516	Cell 5 PureDSP Tune
NRPN 517	Cell 5 Filter Frequency
NRPN 518	Cell 5 Filter Frequency Velocity Mod
NRPN 519	Cell 5 Filter Frequency Random Mod

NRPN 520	Cell 5 Filter Frequency Decay Amount
NRPN 521	Cell 5 Filter Frequency Decay Time
NRPN 522	Cell 5 Filter Mode
NRPN 523	Cell 5 Resonance
NRPN 524	Cell 5 Resonance Velocity Mod
NRPN 525	Cell 5 Resonance Random Mod
NRPN 526	Cell 5 Drive
NRPN 527	Cell 5 Drive Velocity Mod
NRPN 528	Cell 5 Drive Random Mod
NRPN 529	Cell 5 Sample End
NRPN 530	Cell 5 Decay Time
NRPN 531	Cell 5 Decay Mode
NRPN 532	Cell 5 Volume
NRPN 533	Cell 5 Volume Velocity Mod
NRPN 534	Cell 5 Pan
NRPN 535	Cell 5 Pan Velocity Mod
NRPN 536	Cell 5 Pan Random Mod
NRPN 537	Cell 5 Send 1 Level
NRPN 538	Cell 5 Send 2 Level
NRPN 601	Cell 6 Mute
NRPN 602	Cell 6 Solo
NRPN 603	Cell 6 Link
NRPN 604	Cell 6 Output Assignment
NRPN 605	Cell 6 Output Assignment
NRPN 606	Cell 6 Sample Start
NRPN 607	Cell 6 Sample Start Velocity Mod
NRPN 608	Cell 6 Sample Start Random Mod
NRPN 609	Cell 6 Standard Tune
NRPN 610	Cell 6 Tune Velocity Mod
NRPN 611	Cell 6 Tune Random Mod
NRPN 612	Cell 6 Tune Decay Amount
NRPN 613	Cell 6 Tune Decay Time
NRPN 614	Cell 6 Tune Mode
NRPN 615	Cell 6 Stretch
NRPN 616	Cell 6 PureDSP Tune
NRPN 617	Cell 6 Filter Frequency
NRPN 618	Cell 6 Filter Frequency Velocity Mod
NRPN 619	Cell 6 Filter Frequency Random Mod

NRPN 620	Cell 6 Filter Frequency Decay Amount
NRPN 621	Cell 6 Filter Frequency Decay Time
NRPN 622	Cell 6 Filter Mode
NRPN 623	Cell 6 Resonance
NRPN 624	Cell 6 Resonance Velocity Mod
NRPN 625	Cell 6 Resonance Random Mod
NRPN 626	Cell 6 Drive
NRPN 627	Cell 6 Drive Velocity Mod
NRPN 628	Cell 6 Drive Random Mod
NRPN 629	Cell 6 Sample End
NRPN 630	Cell 6 Decay Time
NRPN 631	Cell 6 Decay Mode
NRPN 632	Cell 6 Volume
NRPN 633	Cell 6 Volume Velocity Mod
NRPN 634	Cell 6 Pan
NRPN 635	Cell 6 Pan Velocity Mod
NRPN 636	Cell 6 Pan Random Mod
NRPN 637	Cell 6 Send 1 Level
NRPN 638	Cell 6 Send 2 Level
NRPN 701	Cell 7 Mute
NRPN 702	Cell 7 Solo
NRPN 703	Cell 7 Link
NRPN 704	Cell 7 Output Assignment
NRPN 705	Cell 7 Output Assignment
NRPN 706	Cell 7 Sample Start
NRPN 707	Cell 7 Sample Start Velocity Mod
NRPN 708	Cell 7 Sample Start Random Mod
NRPN 709	Cell 7 Standard Tune
NRPN 710	Cell 7 Tune Velocity Mod
NRPN 711	Cell 7 Tune Random Mod
NRPN 712	Cell 7 Tune Decay Amount
NRPN 713	Cell 7 Tune Decay Time
NRPN 714	Cell 7 Tune Mode
NRPN 715	Cell 7 Stretch
NRPN 716	Cell 7 PureDSP Tune
NRPN 717	Cell 7 Filter Frequency
NRPN 718	Cell 7 Filter Frequency Velocity Mod
NRPN 719	Cell 7 Filter Frequency Random Mod

NRPN 720	Cell 7 Filter Frequency Decay Amount
NRPN 721	Cell 7 Filter Frequency Decay Time
NRPN 722	Cell 7 Filter Mode
NRPN 723	Cell 7 Resonance
NRPN 724	Cell 7 Resonance Velocity Mod
NRPN 725	Cell 7 Resonance Random Mod
NRPN 726	Cell 7 Drive
NRPN 727	Cell 7 Drive Velocity Mod
NRPN 728	Cell 7 Drive Random Mod
NRPN 729	Cell 7 Sample End
NRPN 730	Cell 7 Decay Time
NRPN 731	Cell 7 Decay Mode
NRPN 732	Cell 7 Volume
NRPN 733	Cell 7 Volume Velocity Mod
NRPN 734	Cell 7 Pan
NRPN 735	Cell 7 Pan Velocity Mod
NRPN 736	Cell 7 Pan Random Mod
NRPN 737	Cell 7 Send 1 Level
NRPN 738	Cell 7 Send 2 Level
NRPN 801	Cell 8 Mute
NRPN 802	Cell 8 Solo
NRPN 803	Cell 8 Link
NRPN 804	Cell 8 Output Assignment
NRPN 805	Cell 8 Output Assignment
NRPN 806	Cell 8 Sample Start
NRPN 807	Cell 8 Sample Start Velocity Mod
NRPN 808	Cell 8 Sample Start Random Mod
NRPN 809	Cell 8 Standard Tune
NRPN 810	Cell 8 Tune Velocity Mod
NRPN 811	Cell 8 Tune Random Mod
NRPN 812	Cell 8 Tune Decay Amount
NRPN 813	Cell 8 Tune Decay Time
NRPN 814	Cell 8 Tune Mode
NRPN 815	Cell 8 Stretch
NRPN 816	Cell 8 PureDSP Tune
NRPN 817	Cell 8 Filter Frequency
NRPN 818	Cell 8 Filter Frequency Velocity Mod
NRPN 819	Cell 8 Filter Frequency Random Mod

NRPN 820	Cell 8 Filter Frequency Decay Amount
NRPN 821	Cell 8 Filter Frequency Decay Time
NRPN 822	Cell 8 Filter Mode
NRPN 823	Cell 8 Resonance
NRPN 824	Cell 8 Resonance Velocity Mod
NRPN 825	Cell 8 Resonance Random Mod
NRPN 826	Cell 8 Drive
NRPN 827	Cell 8 Drive Velocity Mod
NRPN 828	Cell 8 Drive Random Mod
NRPN 829	Cell 8 Sample End
NRPN 830	Cell 8 Decay Time
NRPN 831	Cell 8 Decay Mode
NRPN 832	Cell 8 Volume
NRPN 833	Cell 8 Volume Velocity Mod
NRPN 834	Cell 8 Pan
NRPN 835	Cell 8 Pan Velocity Mod
NRPN 836	Cell 8 Pan Random Mod
NRPN 837	Cell 8 Send 1 Level
NRPN 838	Cell 8 Send 2 Level
NRPN 901	Cell 9 Mute
NRPN 902	Cell 9 Solo
NRPN 903	Cell 9 Link
NRPN 904	Cell 9 Output Assignment
NRPN 905	Cell 9 Output Assignment
NRPN 906	Cell 9 Sample Start
NRPN 907	Cell 9 Sample Start Velocity Mod
NRPN 908	Cell 9 Sample Start Random Mod
NRPN 909	Cell 9 Standard Tune
NRPN 910	Cell 9 Tune Velocity Mod
NRPN 911	Cell 9 Tune Random Mod
NRPN 912	Cell 9 Tune Decay Amount
NRPN 913	Cell 9 Tune Decay Time
NRPN 914	Cell 9 Tune Mode
NRPN 915	Cell 9 Stretch
NRPN 916	Cell 9 PureDSP Tune
NRPN 917	Cell 9 Filter Frequency
NRPN 918	Cell 9 Filter Frequency Velocity Mod
NRPN 919	Cell 9 Filter Frequency Random Mod

NRPN 920	Cell 9 Filter Frequency Decay Amount
NRPN 921	Cell 9 Filter Frequency Decay Time
NRPN 922	Cell 9 Filter Mode
NRPN 923	Cell 9 Resonance
NRPN 924	Cell 9 Resonance Velocity Mod
NRPN 925	Cell 9 Resonance Random Mod
NRPN 926	Cell 9 Drive
NRPN 927	Cell 9 Drive Velocity Mod
NRPN 928	Cell 9 Drive Random Mod
NRPN 929	Cell 9 Sample End
NRPN 930	Cell 9 Decay Time
NRPN 931	Cell 9 Decay Mode
NRPN 932	Cell 9 Volume
NRPN 933	Cell 9 Volume Velocity Mod
NRPN 934	Cell 9 Pan
NRPN 935	Cell 9 Pan Velocity Mod
NRPN 936	Cell 9 Pan Random Mod
NRPN 937	Cell 9 Send 1 Level
NRPN 938	Cell 9 Send 2 Level
NRPN 1001	Cell 10 Mute
NRPN 1002	Cell 10 Solo
NRPN 1003	Cell 10 Link
NRPN 1004	Cell 10 Output Assignment
NRPN 1005	Cell 10 Output Assignment
NRPN 1006	Cell 10 Sample Start
NRPN 1007	Cell 10 Sample Start Velocity Mod
NRPN 1008	Cell 10 Sample Start Random Mod
NRPN 1009	Cell 10 Standard Tune
NRPN 1010	Cell 10 Tune Velocity Mod
NRPN 1011	Cell 10 Tune Random Mod
NRPN 1012	Cell 10 Tune Decay Amount
NRPN 1013	Cell 10 Tune Decay Time
NRPN 1014	Cell 10 Tune Mode
NRPN 1015	Cell 10 Stretch
NRPN 1016	Cell 10 PureDSP Tune
NRPN 1017	Cell 10 Filter Frequency
NRPN 1018	Cell 10 Filter Frequency Velocity Mod
NRPN 1019	Cell 10 Filter Frequency Random Mod

NRPN 1020	Cell 10 Filter Frequency Decay Amount
NRPN 1021	Cell 10 Filter Frequency Decay Time
NRPN 1022	Cell 10 Filter Mode
NRPN 1023	Cell 10 Resonance
NRPN 1024	Cell 10 Resonance Velocity Mod
NRPN 1025	Cell 10 Resonance Random Mod
NRPN 1026	Cell 10 Drive
NRPN 1027	Cell 10 Drive Velocity Mod
NRPN 1028	Cell 10 Drive Random Mod
NRPN 1029	Cell 10 Sample End
NRPN 1030	Cell 10 Decay Time
NRPN 1031	Cell 10 Decay Mode
NRPN 1032	Cell 10 Volume
NRPN 1033	Cell 10 Volume Velocity Mod
NRPN 1034	Cell 10 Pan
NRPN 1035	Cell 10 Pan Velocity Mod
NRPN 1036	Cell 10 Pan Random Mod
NRPN 1037	Cell 10 Send 1 Level
NRPN 1038	Cell 10 Send 2 Level
NRPN 1101	Cell 11 Mute
NRPN 1102	Cell 11 Solo
NRPN 1103	Cell 11 Link
NRPN 1104	Cell 11 Output Assignment
NRPN 1105	Cell 11 Output Assignment
NRPN 1106	Cell 11 Sample Start
NRPN 1107	Cell 11 Sample Start Velocity Mod
NRPN 1108	Cell 11 Sample Start Random Mod
NRPN 1109	Cell 11 Standard Tune
NRPN 1110	Cell 11 Tune Velocity Mod
NRPN 1111	Cell 11 Tune Random Mod
NRPN 1112	Cell 11 Tune Decay Amount
NRPN 1113	Cell 11 Tune Decay Time
NRPN 1114	Cell 11 Tune Mode
NRPN 1115	Cell 11 Stretch
NRPN 1116	Cell 11 PureDSP Tune
NRPN 1117	Cell 11 Filter Frequency
NRPN 1118	Cell 11 Filter Frequency Velocity Mod
NRPN 1119	Cell 11 Filter Frequency Random Mod

NRPN 1120	Cell 11 Filter Frequency Decay Amount
NRPN 1121	Cell 11 Filter Frequency Decay Time
NRPN 1122	Cell 11 Filter Mode
NRPN 1123	Cell 11 Resonance
NRPN 1124	Cell 11 Resonance Velocity Mod
NRPN 1125	Cell 11 Resonance Random Mod
NRPN 1126	Cell 11 Drive
NRPN 1127	Cell 11 Drive Velocity Mod
NRPN 1128	Cell 11 Drive Random Mod
NRPN 1129	Cell 11 Sample End
NRPN 1130	Cell 11 Decay Time
NRPN 1131	Cell 11 Decay Mode
NRPN 1132	Cell 11 Volume
NRPN 1133	Cell 11 Volume Velocity Mod
NRPN 1134	Cell 11 Pan
NRPN 1135	Cell 11 Pan Velocity Mod
NRPN 1136	Cell 11 Pan Random Mod
NRPN 1137	Cell 11 Send 1 Level
NRPN 1138	Cell 11 Send 2 Level
NRPN 1201	Cell 12 Mute
NRPN 1202	Cell 12 Solo
NRPN 1203	Cell 12 Link
NRPN 1204	Cell 12 Output Assignment
NRPN 1205	Cell 12 Output Assignment
NRPN 1206	Cell 12 Sample Start
NRPN 1207	Cell 12 Sample Start Velocity Mod
NRPN 1208	Cell 12 Sample Start Random Mod
NRPN 1209	Cell 12 Standard Tune
NRPN 1210	Cell 12 Tune Velocity Mod
NRPN 1211	Cell 12 Tune Random Mod
NRPN 1212	Cell 12 Tune Decay Amount
NRPN 1213	Cell 12 Tune Decay Time
NRPN 1214	Cell 12 Tune Mode
NRPN 1215	Cell 12 Stretch
NRPN 1216	Cell 12 PureDSP Tune
NRPN 1217	Cell 12 Filter Frequency
NRPN 1218	Cell 12 Filter Frequency Velocity Mod
NRPN 1219	Cell 12 Filter Frequency Random Mod

NRPN 1220	Cell 12 Filter Frequency Decay Amount
NRPN 1221	Cell 12 Filter Frequency Decay Time
NRPN 1222	Cell 12 Filter Mode
NRPN 1223	Cell 12 Resonance
NRPN 1224	Cell 12 Resonance Velocity Mod
NRPN 1225	Cell 12 Resonance Random Mod
NRPN 1226	Cell 12 Drive
NRPN 1227	Cell 12 Drive Velocity Mod
NRPN 1228	Cell 12 Drive Random Mod
NRPN 1229	Cell 12 Sample End
NRPN 1230	Cell 12 Decay Time
NRPN 1231	Cell 12 Decay Mode
NRPN 1232	Cell 12 Volume
NRPN 1233	Cell 12 Volume Velocity Mod
NRPN 1234	Cell 12 Pan
NRPN 1235	Cell 12 Pan Velocity Mod
NRPN 1236	Cell 12 Pan Random Mod
NRPN 1237	Cell 12 Send 1 Level
NRPN 1238	Cell 12 Send 2 Level

