

New Features in DP 11

Digital Performer version 11 introduces the following major enhancements. Page numbers refer to the *Digital Performer User Guide* unless otherwise noted.

Nanosampler 2.0 Plug-in Guide PDF 100

This major upgrade of nanosampler is your new go-to virtual instrument for creating unique beats, instruments and sounds. Drop in a sample and start stretching, slicing, randomizing and transforming audio into just about any sound or instrument you can imagine. New features include:

- 3 Playback Modes: Classic, 1-shot, Slice
- ZTX time stretching
- Settings tab with Envelopes and LFO graphs
- Trigger and Gate playback
- Snap sample start/end, loop start/end and slice start points to minimize clicks
- Sample Gain and Fade-in/out
- Repeat and Reverse
- Full UI redesign
- Support for 32 and 64-bit floating point sound files

Articulation Mapspage 331,642

Articulation maps allow you to dynamically apply variation to the output of a MIDI track using remote triggers that affect the output of the track. For example, you could create an articulation map called *Basic Articulations* with separate triggers for Legato, Staccato and Marcato, and then expressively switch among them, on the fly, as you record or play the track. You can import or create custom maps for many popular orchestra sound libraries. Articulation symbols appear in the QuickScribe Editor, linked to their articulation map, where they can be further edited and inserted. You can also edit articulations for a track in lanes in the Graphic Editor and QuickScribe Editor.

Support for MPE and Per-Note CCs page 147

MIDI Polyphonic Expression (MPE) is now supported. You can record multi-channel output from an MPE controller — such as a Roli™ Seaboard™ — as regular MIDI notes containing MPE expression data. Instead of a slew of note and controller data played across dozens of tracks, you see a single stream of normal MIDI notes that each contain their own note-specific controllers, for easy and intuitive editing. Hide and show the contained per-note controller and pitch-

change events in DP's familiar piano roll. Zoom in the note grid for finer detail. Zoom per-note data independently of the notes that contain them.

New Scale Toolpage 444
Quickly scale per-note expression data or MIDI CCs by simply dragging vertically with the new Scale Tool.

Per-note Expression Data Lanespage 334
There are now separate lanes in the Sequence Editor to view and edit per-note MPE expression data with DP's familiar and powerful continuous controller (CC) editing tools. A check box in each lane allows you to easily toggle the lane between track data and per-note data.

Audio Retrospective Recordpage 287
DP11 adds audio to its Retrospective Recording capabilities. Now, DP always listens to both MIDI and audio input sources, capturing everything, even if you're not recording. Like magic, you can immediately recall any audio or MIDI material you've recently played. For both MIDI and audio input, Digital Performer frees your creativity and ensures you'll never lose that precious, fleeting creative moment.

Live Performance Modepage 916
When performing live, you want all effects processing to be done in real time, rather than pre-generated, for instant respon-

siveness. Live Performance Mode disables Digital Performer's PreGen engine to ensure that your computer feels like an extension of your hands.

Chunk Folders and Playlists page 809
You can now organize chunks into folders and playlists. Folders are for perfect for organizing your chunks, while playlists serve perfectly as set lists for your next live show.

Chunk List Split View page 809
You can now split the Chunks list in two panes for improved chunk list management. For example, you could search for a chunk in one pane and then drag it into a folder or playlist in the other. Managing your chunks has never been easier.

Multi-channel MIDI tracks ...page 141, 142, 144, 450
You can now record and play multiple channels of MIDI data in a single track. When setting MIDI track input and output assignments, instead of choosing a specific channel, you can choose 'any.' When you choose any for input, you can record all 16 MIDI channels into the track at once. The channels are stored with the MIDI events in the track. When you choose 'any' in the track's output assignment, the events will be played on the same channel they were recorded.

View Filtering in the Track Selectorpage 376

You can now show and hide individual MIDI channel data using new *Channel Selection* section in the Track Selector. Use the *Event Type Selector* section to show and hide specific event types.

Clip Triggering With Pad Controllers.....page 303

Gain complete hands-on control of DP's extensive Clips window with a pad controller like the Novation™ Launchpad™ Pro mk3 or Akai™ APC-40. Trigger individual clips or entire scenes (sections of songs). Apply filter sweeps and other effects processing.

New Control Surface plug-ins for iCON™ and Native Instruments™ ... page 1029, 1030

DP 11 includes new control surface plug-ins for the current Native Instruments™ *Komplete Kontrol™* including the M32, A-Series, and S-Series MK2 controller lines, and the hot new *iCON Control™* mixing worksurfaces like the *QCON™ Pro G2/EX*, *Pro X/XS*, *Platform Nano* and *Platform M/X* series. These state-of-the-art control surfaces empower your DP workflow so you can work faster and more intuitively.

Enhanced Avid™ EuCon Support page 1029

DP's *EuCon* plug-in has been substantially updated, including support for the *Avid S6™* console and the *Artist Series™*. In addition, you can now use your *EuCon* worksurface with DP running on Windows 10.

Enhanced Support for MCU and HUI-compatible Control Surfaces page 1029

A new plug-in called “MCU Compatible” improves support for third-party control surfaces that are Mackie Control Universal-compatible. Substantial improvements have been made to DP's Mackie Control Universal (MCU) and HUI control surface plug-ins, which can be used with any control surface that supports those protocols, including improved automation toggling, scrub modes, send mode, loop toggle and much more.

More Control Surface Enhancements page 1033

For all control surfaces that support these features: V-Racks can now be displayed on all control surfaces. New track pinning modes (*Pin to Mixer*, *Pin to Focus Window* and *All Tracks*) significantly improve the way corresponding tracks are displayed in DP and on the control surface, so that you always see the tracks you need. New track indicator lights in the *Sequence Editor* and *Mixing Board* show which tracks are currently active on any control surface.

'Transpose Exclude' option page 129

A new track setting (column) in the *Track List* allows you to exclude tracks from the *Transpose* region command. There are new commands (in the *Commands* window) to turn it on and off.

Track and Clip Effects..... page 145, 155, 300

Every audio track, MIDI track and clip now has a basic transpose setting that you can use to transpose the content of that track or clip by an interval on playback, leaving the original data unaffected. You can conveniently change the setting at any time. MIDI tracks and clips also have a quantize setting, in addition to transpose. Audio tracks and clips have a Detune setting as well that can be used together with transpose or independently.

Clips Window Enhancements page 297

The *New Empty Clips Scene* command fills any empty clips in the scene you've right-clicked on with new empty clips. The *Double Clip Loop* feature doubles the length of the looped portion in a clip and repeats the material to fill the new loop, so you can easily create changes that will be heard every other time through the looped material.

List Font Scaling page 83

Now you can resize the text in DP's list windows, independent of the scaling for the rest of the UI. Control three new font size preferences: List, Project Notes and Lyrics.

Intelligent Audio Interface Selection page 27

On macOS, if you haven't yet selected the audio hardware you wish to use with DP, DP finds the best option for you. If you have a MOTU interface, or other professional interface, DP uses it. If not, DP uses whatever

input and output devices you have selected in the System Preferences Sound Panel, and will follow your selection there if you change it. Of course, if you do choose an interface from within DP, DP uses it.

Follow System Audio Settings page 28

(macOS only) You can now have Digital Performer always use the audio input and output options you've chosen in your Mac's System Sound preferences, rather than selecting a specific driver.

Text Rendering on Windows

Taking advantage of the latest text rendering engine in Windows 10, DP's text appears significantly crisper. Numerous additional text alignment tweaks improve DP's look on Windows.

Dynamically resizable channel strips

DP's faders resize when you make the Mixing Board and Channel Strip windows taller (or shorter). DP also resizes system dialogs and menus appropriately for the size and resolution of your computer screen.

Support for macOS Big Sur and Apple silicon Macs

DP11 is fully qualified for macOS Big Sur (11.x) and the latest generation Apple silicon Macs. Rosetta is not required. Optimized for native multi-core performance, DP's audio engine prioritizes audio threads on high-speed cores and reserves CPU bandwidth for critical, time-sensitive processing.