

Digital Performer 11.02 Read Me

Thank you for installing Digital Performer 11.02.

Complete DP 11 documentation

You can find complete DP 11 documentation (PDF files) in 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 Digital Performer 11, available in Digital Performer's Help menu, which provides the page number in the manual for each new feature.

Enhancements introduced in version 11.02

Enhancements and optimizations

- Added an MCU "single fader" plugin. Useful for iCON Platform Nano, Presonus Faderport, and any other single-channel MCU control surface.

Fixes

- Added an explanatory message when new users are asked to grant DP permission to access the microphone (audio inputs).
- Console 1 (VST3): Bound the values coming from the control surface to avoid wrap-around.
- Disabled invalid score arrangement commands in the QS contextual menu when the mini-menu disables them.
- Fixed a bug causing POLAR text labels to collide on Windows.
- Fixed a bug causing notes to be selectable by invisible velocity events in the CC editor while in line mode.
- Fixed a bug where notes can get selected via articulations in the midi continuous data pane even if no articulation map is selected for the track.
- Fixed a bug where retrospective midi record would not work with articulation maps.
- Fixed a bug with scene indexing on the Akai APC family of controllers causing the scene launch buttons not to scroll when the grid is moved.
- Fixed a graphical glitch when switching custom console pages.
- Fixed updating of newly recorded automation types when moving the counter after a record pass.
- Improved chasing of per note events.
- Improved the Eucon open/close plugin behavior.
- Removed ReWire support. ReWire has reached end-of-life and can no longer be

supported reliably.

Enhancements introduced in version 11.01

Enhancements and optimizations

- Added a "Fader Height" preference submenu to the mixing board mini-menu for fixing the faders at certain heights, in addition to the new dynamic scaling feature. The "small" setting is equivalent to the pre-DP11 fader height.
- Added a new delay output for Articulations.
- Added support for Console 1 to DP's VST3 hosting.
- Added the Midi Track Protocol Settings window which displays the input/output devices for a single track and the associated protocol settings for those devices
- The Articulation Map Setup window will now remember which folders were expanded last time it was open and also will expand folders to reveal the selected file. Also, the expand/collapse arrows can also be option clicked to expand/collapse all subfolders.
- Updated the LAME export plug-in to work with the latest version of the library, which includes support for Apple Silicon.

Fixes

- Avoid problems in Metal rendering if DP presents the renderer with a zero-dimension view.
- Backup Articulation Maps weren't working properly so just remove them for now.
- Changed pitch nudging in audible mode to not wait around to play the note off.
- Changed the behavior of Change Continuous Data to handle range selections of ramping types in a similar fashion as the reshape tool. Also, insert a point before the selection for chase-forward types to maintain previous value from time zero to selection start.
- Cleared flags field in change meter dialog (shouldn't be selected).
- Don't read saved times from templates.
- DP: Unload all effect dylibs when DP quits (required by NI).
- Fixed "erase selection" to work correctly with soundbites and tempo events.
- Fixed a bug causing a crash when switching DP back to the foreground if it was put in the background with a send knob text editing field currently focused.
- Fixed a bug causing articulation symbols added using an articulation map in a graphic editor not to be editable from the QS palette.
- Fixed a bug causing certain configurations of text articulations to collide with notes outside of the staff.
- Fixed a bug causing glitchy hairpin dynamics to be created when clicking to switch to DP when from another app when a hairpin dynamics tool is active.
- Fixed a bug causing longer-form articulation text to incorrectly repeat across measure boundaries.
- Fixed a bug causing Smart Quantize not to work.
- Fixed a bug causing text-based articulations not to appear in MusicXML export,

and make sure that they similarly do not repeat themselves in MusicXML.

- Fixed a bug causing the sf and sfz symbols not to display correctly in QS.
- Fixed a bug causing the white key labels to disappear when pitch ruler's "Always display all note names" preference is enabled, if the MIDI editor is popped out of the CW and the track selector is open.
- Fixed a bug where Articulation Map file IO would listen to the pitch mode preference setting causing maps to be read in with invalid pitches.
- Fixed a bug where bounce to disk settings dialogs would get cut-off if DP's UI was scaled up.
- Fixed a bug where DP would freeze when soloing or muting a track with a clip playing, this is also a better fix for a crash that occurred when sending bogus events to certain effects.
- Fixed a bug where holding a note past the record punch out time would cause the note to be ignored.
- Fixed a bug where midi click wasn't working.
- Fixed a bug where starting playback in the middle of a note would not chase the note.
- Fixed a bug where the articulations lane in the sequence editor would only do time range selections.
- Fixed a bug where the Sequence Editor wouldn't pay attention to the View Filter.
- Fixed a bug where the wrong frame-rate was being written to SMFs.
- Fixed a case where unpacking a looped clip might drop a soundbite from the last iteration.
- Fixed a crash bug where deleting a soundbite or bites in the event list would crash if the cursor was over a selected item.
- Fixed a crash opening the Articulation Map Setup Window in Japanese.
- Fixed a crash related to creating new mixes.
- Fixed a crash related to opening a file with a conductor track in a song chunk.
- Fixed a crash that could occur when dragging data out of DP on the Mac.
- Fixed a crash that could occur when renaming a global clipping folder in the finder/explorer, then switching back to DP and attempting to open the clipping window.
- Fixed a crash when opening the Automation Setup Window.
- Fixed a crash when undoing changes made to non time range selected per note events.
- Fixed a display glitch in the 1-high control panel when using the "None More Black" theme on a non-retina display.
- Fixed a display glitch where Articulation names would disappear from the text box in the setup window when selecting a new articulation where the name was much longer or shorter.
- Fixed a longstanding bug causing QS "small notehead" notes that are displayed to the left of the stem to incorrectly position the noteheads detached on the right of the stem.
- Fixed a longstanding Windows bug causing system dialog windows to position buttons and text incorrectly.

- Fixed a movie playback issue triggered by the combination of an unusual chunk start time and 23.976 frame rate.
- Fixed a problem that was causing NI plug-ins to fail VST3 validation.
- Fixed a spelling error in the Retro Record prefs.
- Fixed an inefficiency in the StrWidthCache. Speeds up the SoundBites window considerably.
- Fixed an issue where when dragging notes in the MIDI GE, toggling the grid snap with a mod key could leave trails.
- Fixed an optimization bug that was causing a crash in some projects.
- Fixed cases where undoing or redoing edits to song elements could crash.
- Fixed click detection on pitch shift algorithm popup in the SE.
- Fixed crash bugs displaying articulation map pitch, controller or patch change output settings when running in Japanese mode.
- Fixed direct-draw problems with Adjust Beats.
- Fixed display glitch with continuous data in tracks assigned to any channel.
- Fixed localization of MAS dialogs on Windows.
- Fixed Merge Chunks to Sequence.
- Fixed MIDI input in text boxes.
- Fixed searching for notes using the event type checkboxes.
- Fixed several drawing problems with the reshape tool.
- Fixed shift-tab when editing in the event list (mac only).
- Fixed some problems with MIDI tracks driven by VCAs. Other VCA related fixes.
- Fixed tabbing across fields in the event list when more than one time format is showing.
- Fixed the GoToMarker window.
- Fixed the keyboard display in Split Notes.
- Fixed value boxes in the Transpose dialog to not deselect when values are entered from a MIDI keyboard.
- Implemented a better workaround for the bug where some movies would not play back from time zero.
- Localized Configure Hardware Driver for German.
- Made it so when you turn off a VCA group, controlled tracks return to their nominal values.
- Made QuickScribe respects the Articulations view filter.
- Optimized operations in tracks with large numbers of bites.
- Optimized priming speed in large projects.
- Possible fix for marker name popup box showing up in the wrong place.
- Potential fix for a crash in MIDIAutomationMediator related to overdubbing Mono Pressure, it looks like this may have been an existing bug that was just undefined behavior before that turned into a crash when more type safety was added.
- Potential fix for a rare but persistent crash in PureDSP.
- Potential fix for a rare crash that occurs when changing the selected Articulation Map on a track.
- Potential fix for another lag issue when changing edit tracks in the MIDI editor

while solo mode is enabled.

- Potential fix for Eb20 issue with Articulation Maps, check alternate translations as well when reading in pitches so maps would be compatible with different language versions and if an invalid pitch is read in use the default pitch instead of holding onto an invalid pitch.
- Prevent a crash which can be caused by MIDI data quantizing in certain ways in QS.
- Trigger latency rebalancing whenever MAS buffer size is changed.
- Use the correct end time when writing selection as Standard MIDI File.
- VST3 Support: Guard against the set of effectInfos being modified while the set is being updated.
- VST3 Support: Unload VST3 dylibs when the wrapper dylib is unloaded (fixes NI crash on quit).

New features introduced in Digital Performer 11.0

Nanosampler 2.0

This major upgrade of DP's nanosampler virtual instrument plug-in adds time stretching, beat slicing and a ground-up rewrite of the UI:

- 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
- Sample fade-in/out
- Repeat
- Reverse
- Full UI redesign
- Drag and drop improvements
- Support for 32- and 64-bit floating point sound files

Articulation Maps

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.

Audio Retrospective Record

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.

Clip Triggering With Novation™ and Akai™ Pad Controllers

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 as you go: Digital Performer is now a powerhouse live performance platform that can take your shows wherever you can imagine.

Live Performance Mode

When performing live, you want all effects processing to be done in real time, rather than pre-generated, for instant responsiveness. Live Performance Mode ensures that your computer feels like an extension of your hands.

Chunk Folders and Playlists

DP's unique Chunks feature allows you to create and manage multiple sequences, songs and V-Racks in a single DP project file, from cues for a movie score to set lists for live shows. In DP11, you can now organize your chunks into folders and playlists. Folders are perfect for organizing your chunks, while playlists serve perfectly as set lists for your next live show.

Chunks List Split View

Split the chunk list in two sections for improved chunk list management. For example, you could search for a chunk in one list section and then drag it into a folder or playlist in the other. Managing your chunks has never been easier.

Multi-channel MIDI Tracks

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 out on the same channel they were recorded.

Enhanced View Filtering

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.

Support for MPE and Per-Note CCs

MIDI Polyphonic Expression (MPE) is here! In DP 11, 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. Select a number of notes and simply drag vertically on their per-note data with the new "Scale" tool to increase or reduce the amount of expression.

MPE-enabled virtual synths

The following virtual synth instruments that are included with DP support MPE: Bassline, Modulo, MX4, Nanosampler 2.0, Polysynth and Proton.

Per-note Expression Data Lanes

Add 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. With zero learning curve, you'll master the editing of per-note expression data.

New Scale Tool

Quickly scale per-note expression data by simply dragging vertically with the new Scale Tool.

New Control Surface plug-ins for Native Instruments™ and Icon™

DP 11 includes new control surface plug-ins for the current Native Instruments™ Komplete Kontrol™ lineup, 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

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

Enhanced Support for MCU and HUI-compatible Control Surfaces

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

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.

Track and Clip Effects

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.

Intelligent Audio Interface Selection

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.

Clips Window Enhancements

The new 'Empty Clips Scene' command makes a new scene and fills it 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 you hear every other time through the looped material.

List Font Scaling

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.

Text Rendering and dialog box scaling 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. DP now also uses Windows 10's DPI-awareness setting, allowing DP to resize system dialogs and menus appropriately for the size and resolution of your computer screen.

Dynamically Resizable Channel Strips

DP's faders resize when you make the Mixing Board and Channel Strip windows taller (or shorter).

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. DP's audio engine is fully optimized for multi-core performance on Apple silicon, prioritizing audio threads on high-speed cores and reserving CPU bandwidth for critical, time-sensitive processing.

'Transpose Exclude' option

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

We hope you enjoy using Digital Performer 11.0. We welcome your comments and suggestions.

Sincerely,

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

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