

Digital Performer 12.0.0 102650 Read Me

Thank you for installing Digital Performer 12.0.0.

Complete DP 12 documentation

You can find complete DP 12 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 12, available in Digital Performer's Help menu, which provides the page number in the manual for each new feature.

New features introduced in Digital Performer 12.0

Account-based activation

If your copy of Digital Performer 12 is not yet registered at motu.com, you will be guided through the steps to complete the registration when you first launch DP12. Please have your purchased keycode on hand for this process.

Dolby Atmos support

Digital Performer lets you mix in Dolby Atmos® multichannel formats, with additional support for playback and recording of beds, object audio, and panning meta data, which can then be deployed to a variety of immersive sound formats using Digital Performer's internal Dolby Atmos renderer.

AI-powered Stem Separation

The Separate Stems command (Audio menu) lets you extract individual instruments and vocals from a full mix in one operation. Options are provided for drums, bass, guitar, vocals, ensemble strings and ensemble brass. Additional options are provided for producing just the stems, a mix with the selected stem(s) removed, or both.

Arrangement Strip

The Arrangement Strip in the Sequence Editor and Track Overview, just below the time ruler, lets you create sections to help you organize and arrange (or re-arrange) your music. Once sections are set up and linked to their track data (all tracks below each section), you can drag sections in the timeline to re-arrange them, along with all track data below each section.

Enhanced Track Freeze

Digital Performer now freezes tracks directly, without adding a new separate track for frozen audio. Audio tracks and instrument tracks can now be frozen and unfrozen with one click in the Track List FRZ (Freeze) column. The original track itself freezes. (No separate track is created, like earlier versions of Digital Performer.) Frozen tracks appear dimmed in the Track Overview and Sequence Editor. Frozen tracks can continue to be mixed. Editing a frozen track unfreezes it. Several new Audio menu commands allow you to freeze, unfreeze, and flatten tracks. Freezing and flattening applies the freeze permanently (but it can be Undone with File menu > Undo).

Main MIDI Controller menu

The Main MIDI Controller menu in the Control Panel allows you to specify an external MIDI controller, or multiple MIDI controllers, as your primary MIDI input device(s). Digital Performer then follows this setting for the MIDI input assignments for MIDI tracks, either in regular Record mode or Multi Record, making it easier to manage MIDI input and recording and to filter out unwanted MIDI from connected devices.

MIDI Input Settings added to the Control Panel

For quick access to their respective MIDI-input related features, buttons have been added to the Control Panel for Multi Record, Input Quantize, and the 'Record MIDI In Tracks As Clips' preference.

Hover Effects

DP12 feels more reactive and dynamic, with hover effects and animations when navigating around the interface. These visual enhancements can be reduced or disabled using a new setting in Preferences > Display > Appearance.

MusicXML Import

Digital Performer can now import MusicXML files, as well as export them. This allows for complete, round-trip interchange with 3rd-party music notation software applications, such as Dorico™, Sibelius™ and MuseScore™. Drag MusicXML files into the Chunks list or import them using File > Import. The import process supports all DP features that export as MusicXML (articulations, measure repeats, etc.)

Enhanced Drag-and-Drop File Import

When dropping external audio files or standard MIDI files (SMFs) into the timeline of the Track Overview or Sequence Editor, you can target an existing track, or the space between tracks, which creates a new track (or multiple tracks) between them. You can also target a specific location in the timeline, as indicated by an outlined box as you drag. When dropping multiple audio files, or multi-channel SMFs, onto an existing track, options are provided for where to place the multiple files or tracks. These options can be saved as a preference.

Drag & drop sequence chunks

You can now drag a sequence chunk into the timeline of another sequence to add it to the target sequence. An option is provided to merge tracks with the same names, if any.

Tags and Search Enhancements

Tags serve as searchable keywords for tracks and chunks. You can create as many tags as you wish and assign them as desired to tracks and chunks. You can then use tags for track and chunk searching and sorting. Tags appear throughout DP where tracks and chunks are listed, such as in the Track Selector (where they can be shown or hidden).

Enhanced Track & Chunk List Search

The Search boxes in the Track List and Chunks List now feature a menu allowing you to search for names, tags, comment text, or any combination of the three.

Preference Window Search

The preferences window now includes a search box to help users quickly find and modify settings and options. Typing any keyword will immediately begin filtering the current view.

Search for Commands by Key Binding

In the Commands window, you can now search for commands by key binding. This makes it easy to find which command is assigned to a particular key binding.

Commands window Keysets

Keysets let you quickly switch among different key binding sets as you work, depending on the specific task at hand. For example, you might create keysets that help you work faster while you are editing or spotting to picture or tracking in the studio. You can set up custom keysets for each task and then quickly switch between them using the Keysets menu in the Commands window, the Run Command prompt, or from the Setup menu > Command Keysets sub-menu.

Track Presets

Digital Performer now allows you to save Track Presets with various track properties such as input/output/send assignments, tags, comments, track color, inserts, and playback/record states. Presets are managed in the Content Browser, where you can organize them into folders. Presets can be created from existing tracks, and you can customize which properties get saved in the preset. You can apply presets by

dragging them onto existing tracks, by selecting presets from the contextual menu on a track, or by creating a new track from a preset. Preset files are shared across projects, can be copied between devices, and can be shared with other DP12 users.

Custom presets for fades and crossfades

You can now save and recall custom presets for fades and crossfades. You can also drag and drop them from the Content Browser.

Enhanced AAF/OMF support

AAF and OMF support has been updated to improve compatibility with newer projects generated under the most recent standard, and to improve partial recovery when a file can still be partially imported.

Large Counter window enhancements

The Large Counter window can now be resized both vertically and horizontally. Text in the window can also be independently resized (with respect to the window).

Updated surround formats

Digital Performer now supports all current industry standard surround formats, including 7.1.2 and 9.1.6.

Support for High Frame Rates (HFR)

Digital Performer now supports high frame rates above 30 fps, including 47.952, 48, 50, 59.94, 60, 100, 119.88 and 120 fps.

Tutorials Window

The Tutorials window (Help menu) provides an interactive experience for learning Digital Performer quickly.

Flyover Help Window

The Flyover Help window (Help menu) provides a brief description of user interface elements when you hover the cursor over them. Flyover Help is a great way to explore Digital Performer and quickly familiarize (or re-familiarize) yourself with its many features.

New Chunks List menu item

You can now delete a chunk folder while preserving the chunks inside.

Enhanced Track Settings Layout in the Sequence Editor

The track settings pane in the Sequence Editor (to the left of each track) now more intelligently resizes the controls to fill the available space depending on the panel width and track height.

Batch Renaming of Tracks and Soundbites

Select multiple tracks or soundbites, right-click them and choose Rename Tracks or Rename Soundbites to rename them in one operation. Options are provided for replacing any text string in the current names, for adding a text string to the beginning or end of the names, or for applying a new base name with appended numbers or indexing. All rename operations, including batch renaming, are now undoable.

Enhanced Meter Change Editing

There is a new preference that improves the results of dragging meter changes in the Conductor track. When enabled (the new default), meters will land on the measure and beat (and tick) where you drag them. When disabled, they will land on the SMPTE time (or real time) location where you drag them. You can set this preference, depending on how you prefer to edit meter changes.

Enhanced Project Loading and Logging

When a Digital Performer project opens, depending on its size and the speed of your computer, you may see a progress dialog that provides running feedback on what is being loaded. Sometimes, a project won't open, due to an issue with your computer system or a 3rd-party plug-in or similar cause. When this happens, Digital Performer will report the cause and save a log for further troubleshooting.

Support for VST3 auto-migration

Digital Performer now supports the VST3 “auto-migration” feature, enabling compatible plugins (such as Native Instruments Kontakt) to seamlessly upgrade or change versions while preserving settings and automation.

Sequence Editor info bubble

You can now display detailed information about a drag operation in the Sequence Editor while dragging.

Performer Producer Pack

The Performer Producer Pack appears in the Extras section of the Content Browser. The Performer Producer Pack is a collection of MIDI chords, audio loops and their MIDI loop equivalents. Their purpose is to get you started writing music quickly and easily, while giving you plenty of creative flexibility.

New shortcut for assigning input and output

You can now assign multiple tracks to the same input or output in one gesture by selecting them and Option/Alt-clicking the input or output menu of one of the selected tracks.

Additional Enhancements

- Added default key bindings for Record Enable/Disable Tracks.
- Added the "Record Enabled" option to the audio track contextual menu.
- Added "Add/Remove Selected Tracks to/from Group" commands to the track contextual menu in the Sequence Editor and Tracks Overview.
- Added a "Track Groups" sub-menu to the track contextual menu that allows you to add or remove the track from groups using a checkmark.
- Added "Remove Tracks from Group" and "New Track Group From Selected Tracks" commands to Tracks Overview and Sequence Editor track list contextual menus. This command works even if a single track is selected.
- Added track icons and colors to the Track Groups Window.
- Added a confirmation dialog for the "Use same movie for all sequences" option.
- The Effect Performance window now displays plug-in latency.
- Added new "Move Counter to Beginning/End of Selection" commands with default keybindings.
- The checkable "Show Tags in Track Selector" command has been added to the Track Selector mini-menu to show or hide tags in the Track Selector.
- Track and soundbite renaming is now undo-able.
- The Hardware Insert plug-in is now better at reporting round trip latency. A preference has been added that toggles whether audio will be sent to the hardware insert when the plug-in itself is bypassed (defaults to off).
- Added hover descriptions to the audio plugin preferences panel.
- Improved the layout of the description area in the preferences window.
- Improved handling of VST3 plugins which do not pass validation, allowing users to manually override and run these plugins at their own risk in more situations.
- The Effects window now has the ability to be resized for any VST3 plug-in that supports resizing.
- You can now “throw” soundbites, clips, and MIDI data blocks in the Tracks Overview, with one minor difference from the Sequence Editor: start dragging first, and then hold down the Control or Win key to throw the soundbite.
- Dragging in audio files into the left side of the Tracks Overview and Sequence Editor will now honor the timestamp (if applicable).
- Added a feature for resizing the text size of time ruler labels, available in Preferences > Display > Text Size.

Fixes

- Fixed an issue causing shortcut buttons in the control panel to be difficult to click on the Nine theme.
- Optimized Smart Quantize to improve performance, and significantly improve performance when edge-editing a large number of notes.
- Improved the display of Hardware Insert automation parameters.
- Rename "Audio Hardware Reset" dialog to "MOTU Audio System Alert".

- Fixed a hang that could occur when undoing a recording into clips on multiple tracks.
- Fixes for various minor Nine theme visual glitches (scroll bar alignment, radio button alignment, stop button click state).
- Fixed a crash that could occur when undoing and then redoing the creation of a new track by dragging in a sound file.
- Fixed a bug causing wipers and counters to stop updating when dragging the Tracks Overview divider pane during playback.
- Fixed a crash when editing the name of a marker by option-clicking in the Sequence Editor.
- Fixed a bug causing undo to not fully remove a newly recorded clip recorded starting immediately on the boundary of another clip.
- Removed extraneous "CH" label from Tracks Overview input column when multi-record is enabled.
- Updated macOS microphone access permission request text.
- Fixed a visual glitch that could occur on Windows when opening the Tracks Overview window with more than one row of items in the Info Bar.
- Fixed a bug causing the median strip in the MIDI Editor not to update when changing the color of a displayed clip.
- Fixed a bug where the Record Enable/Disable Tracks command would not work if a track was selected.
- Fixed a crash when copying/pasting a clipping.
- Fixed some crashing behaviors that could occur when rapidly deleting or modifying Clippings.
- Fixed a bug that could result in QuickScribe not updating correctly with clips in tracks when editing clip durations in the Sequence Editor while QuickScribe is open.
- Fixed a bug that would cause ramp automation data for VST3 plugins not to play back correctly for plugins running in realtime mode.
- Reduced the likelihood of encountering situations where a metronome click may be skipped.
- Fixed a bug that could result in CC events being excluded from the selection when selecting a phrase in the Tracks Overview, when the CC events fall on a phrase boundary.
- Fixed a bug where the level meters would incorrectly be displayed in the mixing board when opening a project with the Faders/Meters set to hidden.
- Fixed a "bad variant access" message that could occur when starting to edit soundbite volume data while a selection is active.
- Fixed a bug preventing Clippings from matching their bundles when a bundle of the same name is present in the project.
- Fixed a bug causing effects windows to migrate upward when closing and reopening them during a session.
- Fixed a bug where the auto-rewind strip would be limited by the memory cycle end, which could prevent the user from adjusting the auto-rewind point by dragging under certain conditions.
- Changed the behavior of the channel strip and track inspector to follow selections that may not be visible in the currently focused window. This allows the channel strip and track inspector to follow track selections made from a control surface, regardless of the track visibility in the current window.
- Fixed an occasional crash after importing a MIDI file into the Sequence Editor or Tracks Overview.
- Fixed a crash when edge editing a fade with another soundbite selected.
- Fixed a bug where the "Add/Remove Selected Tracks from Group" option in the Tracks Overview contextual menus would occasionally be disabled unintentionally.
- Fixed a crash that could occur when opening large projects.
- Fixed a bug that would cause plugins to unnecessarily instantiate when added to a disabled track.
- Fixed a bug causing plugin UIs to show up when added to disabled tracks.
- Fixed a bug causing the Hardware Insert UI to show up when a track is disabled.
- Fixed a bug in ArcPanner resulting in incorrect left-to-right panning when using ArcPanner in asymmetric mode on stereo tracks connected to surround bundles.
- Improved display of audio file information view in dark mode on macOS.
- Improved behavior of corner buttons to reduce usability issues with rounded corners on newer versions of macOS.
- Fixed a few crashes that could occur when editing articulation maps.

- Fixed a bug that could result in "Can't find required index" error when opening a project containing clips.
- Fixed a number of potential crashes when using ArcPan and Auralizer on mono tracks connected to surround-format bundles without elevated channels.
- Fixed a crash that could occur when pop editing the name of a marker.
- Fixed a visual glitch on Mac when dragging selected data with the UI scaled above 100%.
- Fixed a behavior that could result in lag when switching back to DP from a different app in certain projects which contain unused sound file information for sound files that do not exist on disk.
- Fixed a sporadic Mac hang-on-quit that could occur when DP is connected to multiple audio devices.
- Fixed a bug that would result in visual glitches and potential undefined behavior when audio effects that convert stereo or mono tracks to surround are instantiated while metering is set to pre-pan.
- Fixed a bug where tabs in sidebar cells wouldn't update correctly when a new chunk is played.
- Fixed a typo in the scrolling preferences section.
- Fixed a bug where the cursor type (insert or replace) in SysEx editors could get out of sync with the button toggle.
- Fixed a visual glitch that could occur when entering SysEx data bytes with the cursor in insert mode.
- Fixed a potential crash and undefined behavior when creating and editing new SysEx events from the Event List.
- Fixed a bug causing SysEx events to lose their start and end bytes (F0/F7) when using the Event List to edit an existing event.
- Fixed some display issues with SysEx data in the Event List.
- Add support for "generator" AU effects which aren't VIs but take no input.
- Fixed a handful of potential crashes while editing chords in QuickScribe.
- Added an additional beat clock name to the Korg Keystage integration to fix potential beat clock sync issues with the newer Windows MIDI Services that are currently rolling out to Windows 11 users.
- Fixed a visual glitch in the project loading window on macOS Tahoe.
- Fixed a crash that could occur when using the Insert Measures command.
- Fixed a bug that would result in extra information showing up in track names on AU plugins that use host information.
- Fixed a bug where the section button states in the Meter Bridge might get out of sync with the state of the meter bridge when option/alt-clicking on a button to display a single section while multiple other sections are active.
- Tweaked file I/O to improve resilience when reading in files containing corrupted event data.
- Fixed a visual glitch in the Welcome Window when scaled up on macOS Tahoe.
- Fixed an occasional crash that could occur when analyzing VST3 plugins on Mac.
- Added a warning and blocked import of interleaved sound files containing unsupported channel configurations, which could previously result in a crash.
- Fixed an issue that was causing the cursor to sometimes not be updated correctly when near the wiper.
- Fixed an issue that could cause the tasks-in-progress window to initially appear blank on macOS Tahoe.
- Fixed a bug in the Trim plugin that could result in crashes and instability under rare circumstances.
- Fixed a bug causing volume fader and pan interpretation on Kontrol MK3 devices to scale incorrectly from the device.
- Fixed an issue interpreting pan knob updates on Complete Kontrol integration.
- Fixed a bug that could result in current audio files getting deleted when flushing branched undo history containing entries with file names that conflict with current sound file names.
- Fixed a crash on Windows that could occur when switching sample buffer sizes with pre-gen on.
- Fixed a bug causing Solo Exempt to not properly update instrument tracks in the Sequence Editor.
- Fixed a bug causing mismatches in the spectrogram color menu in the Sequence Editor.
- Fixed a crash that could occur when changing the movie for a project to one containing more

audio output channels than the current assignment.

- Fixed some typos in the preferences window.
- Fixed a bug causing QuickTime movie export to fail at a sample rate of 96k.
- Fixed a bug causing keybindings for Chunks window commands not to work.
- Fixed a bug where drag rectangles for notes within clips in the MIDI Editor would sometimes not appear.
- Changed Windows drag-and-drop cursor behavior to match Mac: instead of defaulting to the "copy" cursor, the cursor will now change based on any active modifier keys.
- Added a workaround for an Audio Unit initialization error (-10868) that could occur on some AU plugins which only support mono sidechains when attempting to instantiate in mono mode on a mono track.
- Tweaked the behavior of VCAs to make nested VCA controls more consistent regardless of the enable state of connected non-VCA tracks.
- Fixed a bug where copying and pasting MIDI via a time range selection would create invalid patch events.
- Added a potential fix for undefined behavior that may have resulted in crashes on certain computer while loading stock MOTU plugins during startup.
- Fixed undefined behavior that could lead to hangs or crashes when attempting to use "Clear Pitch Control Points" from the Audio menu.
- Fixed some undefined behaviors on Windows that could result in unexpected crashes or hangs when opening and closing DP.
- Fixed a bug where searching in various windows would ignore certain special ASCII characters.
- Fixed a bug preventing import of sound files >2GB when sample rate conversion is not required.
- Fixed a bug where the MIDI Editor when showing a locked track could sometimes not update correctly when a tempo event was inserted.
- Fixed a bug where the time shift midi plugin would disappear notes shifted before the start of the selection.
- Fixed a bug that could result in unexpected behaviors when playing back a project in a configuration where the hardware sample rate matches that of the majority of sound files in the project, but the project itself was saved at a different sample rate.
- Fixed a crash that could occur when attempting to execute a command via a key binding while the Run Command window is open.
- Fixed a bug that would cause the Tracks Overview divider to move to the left when switching between chunks while the embedded track selector is open.
- Changed the track search feature in the Tracks Overview and Track Selector to now hide folders that have no matching tracks.
- Fixed a bug that could result in hangs and/or crashes when using movies.
- Fixed some text collisions and visual glitches in various windows when running in Spanish.
- Fixed a crash that could occur when modifying text size preferences on macOS Tahoe with the Movie window open.
- Fixed an issue where some localizations would show incorrect quick filter icons.
- Fixed some visual glitches that could occur on macOS after waking up from sleep when connected to a high-resolution external monitor.
- Fixed a bug that could result in erroneous dependencies on unused ARA effects getting stored in project files when a project which used these effects was previously opened during the current DP session, if the new project was created without closing DP after loading the previous project. This could result in missing ARA effects reports for plugins that are not installed, if the user had previously opened a project containing missing ARA dependencies.
- Fixed a localization issue where the Welcome screen would not match the localized version of DP when running in Spanish, and certain buttons might not function correctly.
- Fixed a crash that could occur when dragging sends between slots in the mixing board.
- Updated the cursor used when resizing various columns (from the open/closed hand to the horizontal arrow cursor).

We hope you enjoy using Digital Performer 12.0. We welcome your comments and suggestions.

Sincerely,

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

©2026 MOTU, Inc.