

## Digital Performer 10.1 Read Me

Thank you for installing Digital Performer 10.1.

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### Complete DP10 documentation

You can find complete DP10 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 10, available in Digital Performer's Help menu, which provides the page number in the manual for each new feature.

### New features introduced in version 10.1

#### Clips in tracks

- You can now put clips in tracks so they play at the desired time without having to queue them manually in the Clips window.
- Edit clips in tracks with all of the same methods you're accustomed to when editing soundbites: split, trim, drag and drop, edge edit, copy/paste and more.
- Drag the trailing edge of a clip right to reveal additional repeats of the clip's looped section.
- Drag the leading edge of a clip left to either a) make space for grace notes, fills and other pre-loop content (if the clip start point is set prior to the loop start), or b) reveal additional loop iterations, similar to dragging the right edge (if the clip start is within the loop range).
- Double-click a clip to open it in the clip editor.
- Use the new Pack command to move selected data out of a track and into a new clip at the same time within the track.
- Use Unpack to delete a clip and place its contents at the same time within the track.

#### Capture played clips to tracks

- You can record the clips you trigger in the Clips window into tracks for later playback, recreating your performance.

#### Record MIDI into a track clip

- When recording into a MIDI track, you now have the option to record the MIDI data into a new clip within the track.
- A new preference (MIDI Options > Record MIDI in Tracks as Clips) allows you to disable this and go back to traditional MIDI recording where the events go directly into the track.

#### Record in the clips window

- You can now record directly into an empty slot in the Clips window.
- In Clip Record mode (option/alt-click the main record button), you can record directly into an existing clip or an empty slot in the Clips Window.
- If you are capturing clip playback to tracks, any new clips you record into the Clips window can additionally be captured into tracks as you record them.

#### Memory Cycle and Auto Record strips in SE and GE's

- Memory Cycle points are no longer small icons in the time ruler. Instead, they appear in a new strip and colored bar.
- Same for Auto Record Punch-in/out. It's now a strip with a colored bar.

#### Enhanced zooming gestures

- Zoom with the two-finger pinch gesture on your track pad.
- Pinch to zoom in the pitch ruler.
- Hold option (alt on Windows) to zoom with the mouse wheel. Mouse Wheel now makes the Song Pane scroll.
- To zoom pitches in the grid, use control + alt + mouse wheel.

#### Enhanced piano roll marquee (arrow tool)

- Midi piano roll marquee now selects notes when overlapping any part of the note, not just the head.

#### Automatically zoom MIDI notes

- You can now set individual MIDI tracks to zoom pitch automatically in the sequence editor so all notes are visible.

### **Larger MIDI data icons**

- MIDI note velocity, controller, pitch bend and other data types are now larger and easier to click on in the MIDI editor and the Sequence editor.
- Note velocities now appear with a trailing line corresponding to the note duration.

### **Velocity tool**

- Edit note velocities directly in the piano roll with the new velocity tool. The velocity tool also provides an easier way to edit velocities in the continuous data editor, modifying any number of notes at once with a single gesture.

### **Hand tool**

- Scroll precisely and intuitively with the new Hand tool.

### **Retrospective MIDI Record**

- Digital Performer is always capturing MIDI input, even when the main transport is not recording.
- This happens during normal playback and even when the main transport is completely stopped.
- This is extremely useful if you forgot to press the master Record button before playing...or if you prefer to improvise freely, on the fly.
- To insert captured material into a track, record-enable the track or open the MIDI Editor or Drum Editor, then choose Region menu > Retrospective MIDI Record.
- If the material was captured while the transport was rolling, it is placed in the track at the time it was played.
- If the material was captured while the transport was stopped, simply place the playback wiper at the desired location in the track, and it will be inserted there.
- To insert the material in the Clips window, right-click on any cell and choose Retrospective Record from the menu.
- If the cell was empty, the captured material is inserted into a new clip.
- If the cell already had a clip in it, the new material is merged into the existing clip.

### **Bounce to Disk enhancements**

- You can now choose to bounce in real time or faster than real time (with the Offline bounce option).
- The new "Bounce Includes Audio Patch Thru" option allows you to include monitored inputs (from VI's or live external sources, for example) while bouncing, either in real-time or offline.
- You can now bounce multiple files (stems) in a single operation.
- You can now choose to bounce tracks, outputs or both during a single bounce operation.
- When bouncing tracks, you have the option of matching the channel format of the track or the track's output (for example, a mono track assigned to a stereo output).

### **Interpolate chased automation events when editing**

- Added a preference in the Event Chasing window to interpolate automation events at edit boundaries, thereby preserving the surrounding automation curves. (This preference is enabled by default.)
- When enabled, copying track data selections will interpolate ramp-style automation events at the selection boundaries and include them when pasting, merging, splicing, or shifting the clipboard data.
- Additionally, DP will interpolate automation events at the paste/merge/splice/shift destination boundaries.
- This new preference improves on and replaces a similar feature that was previously enabled and disabled by turning Smart Selections on and off.

### **Performance Optimizations**

- Improved drawing speed when using marquee selection in the MIDI editor.
- Improved speed when cutting / deleting selected events.
- Improved speed of sequence editor updates when the selection changes.
- Improved speed and responsiveness when dragging soundbites in the sequence editor.
- Improved scrolling efficiency in the Tracks Overview.
- Make pitch scrolling much faster in the MIDI Editor, Sequence Editor, and Clip Editor.
- Don't redraw the entire track grid when "deselect all" is called and only a small number of pixels need to change.
- Improved the speed of Clips window selection changes during marquee mouse tracking.
- Made horizontal scrolling more usable in large projects by avoiding computations for strips that aren't even onscreen.
- Don't redraw the cursor info panel's layout each time the mouse moves - it's too slow to do it that frequently. Only update the information it's displaying. This should fix the sluggish response when dragging the wiper and when scrolling vertically in the sequence editor, as well as an issue where the counter would stop updating while moving the mouse cursor in a window with lots of data.
- Improved responsiveness of clicking on menus, especially on 4K displays.
- Small optimization in the track selector command handler.
- Fixed a few places where the sequence editor was being redrawn unnecessarily.
- Added a number of miscellaneous UI-efficiency improvements.

- Speed up for SE views densely populated with soundbites.
- Fixed a bug where DP would become unresponsive when the sequence editor had a huge number of automation points to draw.
- Made automation point drawing much faster.
- Fixed a bug where the graphic editors would redraw twice when changing the time zoom via a command (would redraw once at the old level and again at the new level).
- Improved the speed of changing the MIDI Editor's master track.
- Improved continuous data editing efficiency in the MIDI Editor by not redrawing the note grid for selection changes that don't involve notes.
- Added some optimizations for continuous data mouse tracking operations.
- Fixed a bug where the entire Tracks Overview would redraw when scrolling if the scrolled viewport edges mapped to fractional device pixels. This can happen when the UI scale factor is not an integer; a padding region is redrawn around the viewport in this case.
- Dramatically improved drawing speed when dragging the scroll bar to the right while lots of velocity icons are showing.
- Improved the speed of opening selected tracks in the MIDI Editor.
- Improved the speed of changing track visibility in the Clips Window track selector when there are lots of tracks in the sequence.

#### **Additional enhancements**

- All MOTU-supplied plugins and data bundles are now contained within Digital Performer's application bundle, so new versions of DP won't overwrite earlier versions' plugins. Digital Performer still looks for and loads third-party plugins from the same locations as before.
- Update "saving old file in new format" warning dialog to include the minor version number instead of just "DP 10".
- When reading or writing key bindings, bindings involving the delete key are only forcibly considered non-custom if they have no modifiers. Bindings to delete and any combination of modifiers are treated just like any other binding. This means that customers' custom key bindings involving the delete key will no longer disappear when they get a new version of DP.
- Added new document templates and removed the old ones.
- Auto grid snapping is now a global preference, so if you don't want to use it, you only have to disable it once, ever.
- Added a "Clippings" preference section to the preferences window with an option controlling whether bus bundles are remapped when importing track data clippings.
- Save the value of View > "Show Only The Active Edit Type" in a preference so it doesn't get lost every time you quit DP.
- Removed "Show Active Layer Only" from the sequence editor's mini-menu because it now lives in the View menu.
- Added a preference to draw rectangular MIDI notes for improved speed and better visual alignment of the start time.
- Change the default preference value of "Create new bus bundles when importing track data clippings" to false.
- Input quantize settings are now saved as a preference, so they persist after quitting and reopening DP.
- Removed the 'Upgrading Command Bindings' preference panel section - the preference has had no effect since 2010.
- Added a preference to enable or disable note velocity duration bars in the MIDI editor continuous data grid.
- Added a new preference for audio audition volume. It's in the audio options pref section.
- Updated the track type-specific default color preferences so they aren't all set to the same color. Also change the default preference for "Assign new tracks..." to "to the same color / use different colors for different track types."
- Added a new preference in the Automation Setup window to "send default volume and pan to MIDI destinations when playback starts". When enabled, MIDI tracks that do not have volume / pan events in the track (and are not controlled by a VCA track with volume automation) will send their current channel strip volume and pan values to their MIDI destinations when starting playback. The preference defaults to "off," which should prevent an issue where VI tracks that had been mixed in the plugin GUI have their volume and pan parameters reset to the Mixing Board state when starting playback.
- Allow users to change the scrolling speed in Preferences -> Scrolling and Zooming.
- Update the track type-specific default color preference so that they aren't all set to the same color. Also change the default preference for "Assign new tracks..." to "to the same color / use different colors for different track types."
- Removed the default MIDI command bindings.
- The Chunk List window now allows you to set a color for each chunk.
- Updated how Chunk colors are set by default.
- Reordered the Chunks window columns.
- Tweak the default document window cell focus ring color to be slightly more visible.
- Changed the color of muted midi notes to make it easier to see which are muted and which are not.
- The Tracks Overview and Sequence Editor windows will swap the background and data color of the clip event currently shown in the clip editor to make it easier to discern at a glance which clip is being edited.
- Continuous data now correctly follows the color set in View > Colors > Set Continuous Data Color.

- Muted notes are now translucent.
- Now you can change CC and Midi data colors in the Legend window.
- New Default colors for CC and MIDI Data.
- Made the non-active automation data types transparent in line mode, making it easier to see and edit the active data type.
- Allow changing track record enables while playing and recording without glitching.
- Modified the control panel buffer size popup menu to cause less of a disturbance in the audio system (plug-in samples should no longer reload).
- Replaced the cycle/auto-record indicators in the Sequence Editor, MIDI editor, Tracks window and loop/clip start indicators in the Clip Editor with lanes under the time ruler to more easily edit those parameters.
- When the transport record button is engaged, it will flash while no tracks are record-enabled and none are capturing clip playback in the clips window.
- The strip type popup menu at the bottom of the clip editor footer will automatically update itself after a new data type is recorded into a clip. This should make it easier to verify that a new type was recorded if "Show only active edit types" is enabled for the clip editor.
- Reduce time required to reset MAS when the user has specified a large number of buses.
- Added a way for bounce to disk to include audio patch-thru. The setting is in the bounce settings menu.
- Added a new kind of Snip "Snip And Adjust Note Duration".
- The I-Beam now allows multi track selection.
- Tweaked the auto grid to better support a wider variety of meters and meter changes.
- The Duplicate command now works with event ("object") selections in addition to time range selections. This is good for quickly repeating soundbites and clips in the sequence editor.
- In the Sequence Editor, "Zoom To Selection" will now zoom so that the selected tracks fill the window. The old behavior is available via a new command named "Zoom to Selected Time Range."
- MIDI automation now snaps to high, low and zero position in its grid when you hold control while dragging.
- Added the ability to constrain to H or V scrolling by holding control. Also added a preference to invert this so it is locked and hold control to unlock scrolling (Preferences > Scrolling and Zooming > Scrolling With Trackpad).
- Revamped the drag auto-scroll logic to make it more controllable when dragging past the edge of the pane. It now scrolls slowly when you're just a little bit past the edge, and smoothly begins to go faster as you move farther past the edge. This change applies in the sequence editor, MIDI editor, clips window and tracks overview.
- Revamped list scrolling to make it more controllable
- Disabled the "Move controllers with notes" setting by default in the input quantize window.
- Using the "Zoom To Default Zoom" command in the clip editor will center the editor on the playable region of the clip, as if it were the first time opening the clip for editing.
- Updated additional parts of the program to use the new smoother and more controllable autoscrolling feature: scrub tool, velocity tool in continuous data editor, scissor tool, pencil tool, mute tool, drum reshape tool, drum rhythm tool, median strip, marker strip, loop strip, sndbite drag out, MIDI editor selection.
- Made autoscroll speed more controllable when dragging wipers.
- Changed the "move controllers with notes" feature of the quantize effect to only insert events that were synthesized on note boundaries if those events differ in value from the event of that type immediately preceding it. This should prevent an issue where one CC64 "pedal down" event becomes many CC64 "pedal down" events due to note boundary chasing.
- Made it so that when the clip editor opens an empty MIDI clip for the first time, it centers the pitch zoom around C3 in the same way as auto zoom does in the Sequence Editor.
- The clip editor now displays the snap info bar at the top, so you don't have to go all the way to the snap information window to change the grid settings.
- Made the clip editor grid settings unique per sequence rather than per clip. This way they are retained when switching the clip editor target (within the same sequence).
- Enabled vertical zoom for MIDI tracks in the clip editor.
- Added cursor info and event info bars to the clip editor.
- Made the clip editor parameters pane more compact.
- Add a little space between notes in a clip so that they don't look like a single long note.
- Changed how the Overdrive knob is scaled in BassLine (to counter how it got "hot" too quickly).
- Added editable parameter readouts in BassLine below each knob.
- Changed knob control increments (and fine increments when holding the Command key) for BassLine, Modulo and Model12's pitch controlling parameters so that exact semitones / cent values can be selected with ease.

## Fixes

- Worked around a problem that occurs when users install iOS 13 system update on macOS 10.11 and 10.12, which was preventing DP from loading AU plug-ins.
- If Key Repeat is disabled in the macOS System Preferences Keyboard panel, MidiKeysGlog now disables simulation of autokeys when mousing on auto-key configured buttons.
- Fixed a bug in which clicking on the counter wouldn't work properly when Key Repeat is disabled.

- Fixed a crash when trying to scroll a list pane that had no scroll bar.
- Fixed a crash that could occur when using the mouse wheel to scroll while the cursor is positioned over a scroll bar pane.
- Fixed crash bugs that would occur when opening non-contained instances of the SE, GE and DE, opening the track selector, and attempting to scroll.
- Fixed a bug where clicking inside a value box wouldn't always let you edit the value.
- Fixed an issue where the scale time region op was just deleting clip events.
- Fixed an issue where MIDI notes would be removed during Scale Time regions ops when also affecting audio tracks, clip events will also now scale.
- Fixed a bug where "Move automation with quantized beats" wouldn't work.
- Fixed an issue where midi clips would not scale properly during Scale Time region ops, clip events will also now scale their loop and start time as well.
- Fixed a bug where the "Send notes to one new track" option of the Split Notes region op would not make a new track with the notes.
- Fixed a vertical scrolling bug that could cause parts of the scrolled area to not redraw.
- Fixed an issue that could cause both 'tap to click' and extremely short mouse clicks not to select items in lists such as the Preferences window and the Edit Track Color Schemes dialog.
- Fixed an issue where the start time editor would think the clip event duration was actually its original start time.
- Fixed a bug that would occasionally cause display glitches when scrolling while UI scaling is enabled.
- Fixed a bug where "Pack into Clips with Options" would crash when confirming or canceling the dialog using the keyboard.
- Fixed a crash when quitting DP after the color picker dialog had been used (macOS only).
- Fixed a bug where parameter changes in the Groove Quantize region op window would not apply to the track when "instant preview" was on.
- Fixed a bug where empty undo entries would be created each time a slider or other parameter was changed while using "instant preview" in the Groove Quantize region op window.
- Fixed a bug where a 1 pixel-wide rectangle of boundary strip fill color could be left behind on the left edge of the time ruler after clicking on or dragging the strip.
- Fixed a bug where chased notes in unselected clips would play back during "Audition Selection."
- Fixed the missing curve button labels in the Change Tempo dialog.
- Fixed a crash when hitting the escape key after opening the preferences window.
- Fixed a rare graphics bug that could occur when dragging windows on some external displays where the pixels inside the old and new window positions (including the title bar) would not redraw for many frames, or until the mouse was released.
- Fixed a bug in the Welcome Window where scrolling on Mac would cause a visual bounce effect.
- Fixed a Windows-specific bug where the Welcome Window would not respect system-wide DPI scaling, causing the Welcome screen to be extremely small on high-DPI monitors.
- Fixed a Windows bug where hairline artifacts could be left in the time ruler when drag-autoscrolling at UI scale factors greater than 100%.
- Fixed a Run Command bug that would treat all search text as logographic when the app is running in Japanese mode.
- Fixed a bug where the preferences window scroll bar would be missing until you clicked on a different section.
- Fixed a bug where the fixed grid spacing setting for a new track may not be copied when duplicating tracks or using the "add similar tracks" command.
- Fixed a hang that could happen when closing the transpose region op window.
- Fixed a mac crash when dragging track data between different windows.
- Fixed an issue drawing the caret in Project Notes when scaled up on Windows.
- Fixed RegionTransposePane bugs.
- Fixed Piano Ruler scroll bug.
- Fixed a bug where control surface effect parameters might not be updated.
- Fixed a bug which made templates with apostrophes or quotations in the name to be unselectable.
- Fix an issue where the VST3 wrapper could crash when an effect was being deleted.
- Fixed code signing on Windows (so the app is no longer "from an unknown developer").
- Fixed a bug where certain region operations would make more than one undo entry when operating on multiple tracks.
- Fixed a bug in the Quantize window where the "Attacks," "Releases," and "Don't change note durations" checkboxes would not be clickable after enabling "notes" in the edit filter.
- Fixed a bug where dragging a clipping into the chunks window would fail to connect tracks to their output bundle assignments when those bundles exist in the project.
- Fix a crash undoing changes made in the Clips window.
- Fixed a crash when you delete a sequence while it's showing in the Clips window.
- Fixed a bug where "select all" would not work in the Clips Window's dedicated clip editor (when popped out of the CW).

- Fixed a bug where selecting an empty clip cell in the Clips Window and then resizing the window could cause the parameters pane in the clip editor to change to the wrong width and cut off some of the content.
- Fixed a bug where the Clips Window would not save the exact scroll offsets in effect when the window was closed.
- Fixed a potential crash when setting clip loops and start times (loop durations of zero are not allowed as they would crash DP).
- Fixed a crash that could happen when using the quantize insert effect on a MIDI track that was playing back clips in the clips window.
- Fixed a bug where choosing "Create group" from the Clips Window's channel strip fader contextual menu would crash.
- Fixed a graphics bug when scrolling the clip editor piano roll and other list panes that have a drop shadow at the top and left, such as in the preferences window.
- Fixed a bug where the clip editor wouldn't let you scroll to the loop range in an empty clip if the loop range were later than the rightmost visible tick.
- Fixed a bug where select all would do nothing in the clip editor.
- Fixed a drawing glitch for the clip editor boundary strips.
- Fixed a bug where "Find beats" would have no effect on soundbites in the clip editor.
- Fixed a UI bug where the "clear color" and "learn/cancel" buttons in the clip editor were not wide enough to display all the text.
- Fixed a crash when using "Select All" when the clip editor window had focus but no clip was being displayed in it.
- Fixed a bug where incorrect time conversions were used in the clip editor when penciling data into a soundbite's pitch layer.
- Fixed a bug where the clip editor would draw marker lines from the main sequence.
- Fixed a bug where View -> Colors -> Set Continuous Data Color would not work in the clip editor.
- Fixed a bug where the strip type popup menu in the clip editor would sometimes show the wrong items.
- Fixed a bug where the clip editor might scroll to the wrong position after moving a clip in the sequence editor and auto scroll is enabled.
- Fixed a bug where selections in the clip editor could make other edit windows scroll to the beginning of the selected time range when the "windows scroll together" option is enabled for auto scroll, even though the clip's selection exists in a different time context.
- Fixed a bug where the clip editor might lose track of its clip after moving the clip event in the Tracks Overview and then undoing the move.
- Fixed a bug where the clip editor might lose track of its clip after moving the clip event in the Tracks Overview and then undoing the move.
- Fixed a bug where the clip editor would fail to clear itself completely after deleting its clip in the Clips Window.
- Fixed a bug where the Consolidated Window's clip editor would have a partial title tab showing after creating a new document from a template that has the clip editor open by default.
- Fixed an assortment of time conversion routines that were incorrect for the clip editor.
- Fixed a bug where the mute tool would not work on notes in the clip editor.
- Fixed some graphical bugs in the Drum Editor when the dedicated track selector is showing.
- Fixed a long-standing bug where the drum editor's time scroll bar would not appear at first when opening the window, and would not update immediately when changing the view resolution.
- Fixed a graphics glitch that could happen in the drum editor when you added a row in the note info side of the editor the grid would not update with a new row.
- Fixed a drum editor issue where the visual feedback did not correctly show what was being selected.
- Fixed a problem where automation types from plug-ins with a large number of parameters could not be inserted in the event list.
- Fixed a bug where the event list would not update after a track data change if the list had previously been empty.
- Fixed a crash in the event list.
- Fixed a bug where clicking to the left of a marker in the Markers window wouldn't rewind to that marker.
- Fixed a bug where deleting the only note event from a track in the MIDI editor wouldn't trigger a redraw.
- Fixed a bug where the "square notes" version of the pitch ruler was vertically offset from where it should have been.
- Fixed Scissor Tool in the MIDI editor so, when you click and drag, it once again snips on each grid point you cross over.
- Fixed a bug where some notes wouldn't draw in the new visible range after scrolling horizontally.
- Hairline now follows cursor when dragging continuous data
- Fixed a bug where using the new velocity tool on velocity icons wouldn't always redraw the corresponding notes until after the mouse task finished.
- Fixed a crash when opening the conductor track in the MIDI Editor.
- Fixed a bug where the ruler bottom could draw unevenly when the UI is scaled up.
- Fixed a bug where the blue marquee highlight would not go away in the MIDI editor if no notes were selected when the mouse was released.
- Fixed a bug where note velocities of value 127 were not visible in the MIDI Editor.
- Fixed a bug where the MIDI editor wouldn't redraw notes that had just been recorded if overdub mode was

disabled.

- Fixed a bug where the MIDI editor wouldn't redraw after undoing a record pass.
- Fixed a bug where the MIDI editor sometimes wouldn't redraw notes that had just been muted.
- Fixed a bug where the marquee highlight would remain visible in the continuous data area of the MIDI editor after releasing the mouse if no events had been selected.
- Fixed some bugs in the Graphic Editor caching routines.
- Fixed a display glitch with ruler tick marks in the boundary strips when scrolling the MIDI Editor with the trackpad.
- Fixed a bug where auto-scrolling would be bounded to a very slow speed during marquee and zoom dragging in the MIDI Editor if the window's right edge was flush with the display's right edge.
- Fixed a bug when drawing MIDI continuous data in "bars" mode, where the bar line top was offset from where it should have been with respect to the ruler. This was leaving color fills after a zero-valued (or "centered pitch bend wheel" valued) continuous data event, where the should have been no fill.
- Fixed a bug that happened when scrolling while pencilling in a MIDI note. The head of the note would scroll with the pane instead of staying at its start time.
- Fixed a bug in the Mixing Board when using "Clear MIDI Controller..." where the click detection wouldn't factor in scroll offsets, and so would try to clear the MIDI controller for the wrong channel strip or the wrong section of the channel strip if the view had been vertically or horizontally scrolled.
- Fixed a bug where you could not delete a plugin from an insert slot in the Mixing Board if the window target was a V-Rack.
- Fixed a crash that could occur when dragging the only track in a mixing board.
- Fixed a crash that could occur when deleting MIDI effects from the mixing board.
- Fixed a bug where clicking in the empty area of the Mixing Board window after choosing "Create group" from a contextual menu would crash.
- Fixed a bug where QuickScribe would stop autoscrolling if you held the mouse perfectly still while dragging.
- Fixed an issue where the commands to move the QuickScribe insertion cursor up and down would not function.
- Fixed a bug where SndBitePanels would be missing when resizing the window while the soundbite layer was not the active edit layer.
- Fixed an issue where the piano roll ruler would not draw correctly in the Sequence Editor.
- Fixed a bug where grid lines in the sequence editor would sometimes not redraw when scrolling horizontally.
- Fixed a crash when pencilling bite volume data.
- Fixed a bug in the Sequence Editor where soundbite waveforms would appear to change slightly as the wiper passed by after punching out and UI scaling was greater than 100%.
- Fixed a crash when dragging the zoom tool across a closed track folder and inconsistent results when dragging it from bottom to top.
- Fixed a graphical glitch with marquee selecting across tracks in the sequence editor.
- Fixed a bug where the soundbite pitch edit lane might draw data outside the bounds of the Sequence Editor.
- Fixed a bug where a marquee-highlighted region of a track folder strip in the Sequence Editor would remain after releasing the mouse.
- Potential fix for soundbite names drawing where they shouldn't in the Sequence Editor.
- Fixed a graphical glitch when scrolling the soundbite pitch layer vertically in the Sequence Editor.
- Fixed a bug where you could not use the pencil tool to edit a soundbite's pitch layer.
- Fixed a bug where "Select All" in the sequence editor would select up To Tick::kMax (the end of time as far as DP is concerned).
- A potential fix for an issue where clicking a clip event in the Sequence Editor would cause the clip to snap to the grid.
- Fixed a bug where automation lanes would not draw contained data when first opened.
- Fixed a bug where the Sequence Editor might not draw the beginnings of clip events if they were slowly scrolled into view.
- Fixed a drawing bug where soundbite names wouldn't be clipped properly when occluded by other soundbites in the foreground.
- Fixed a bug where the sequence editor's time ruler and marker/auto punch/memory lanes wouldn't always redraw correctly when using "Zoom back" and "Zoom forward".
- Fixed a crash when hiding takes in the sequence editor.
- Fixed a piano roll vertical scrolling bug in the Sequence Editor and Clip Editor when the note velocities edit type is active but velocity is hidden in the view filter.
- Fixed a bug where the continuation of MIDI controller events before the left edge of the viewport would not always draw in "bar" mode.
- Fixed an issue where a fade out could disappear from the end of a long bite if shorter bites were layered on in the middle of the bite.
- Fixed scrolling bug in seq editor in the effects list.
- Fixed selection to match what is GUI is showing.
- Fixed a display glitch bug when scrolling while scrubbing.
- Fixed a crash when showing lanes on a VCA track in the Sequence Editor.

- Fixed a bug where marquee selecting across several tracks in the Sequence Editor might not select anything for tracks with lanes showing.
- Fixed a bug where the Soundbites window would draw the last-clicked soundbite as selected, but would not update its internal state to reflect the new selection. This was causing selection-based menu items like "Delete Soundbite" to be unavailable. It also fixes a bug where the Sound File Information window would not update to the new selection in the Soundbites window.
- Fixed crash in the Track Overview when dragging Endpoint Indicators.
- Fixed a graphics bug when using the trackpad or mouse wheel to scroll horizontally in the tracks list in the TO.
- Fixed a bug where the Tracks Overview wouldn't redraw when new tracks were added.
- Fixed a latent crash bug when dragging in the Tracks Overview.
- Fixed a bug where you could not click on data in the bottom-most track in the Tracks Overview.
- Fixed a bug where the time ruler in the tracks overview would not draw the time range selection highlight being dragged across it.
- Fixed a bug where the Tracks Overview divider would not be restored properly when re-opening the window while UI was scaled up.
- Fixed a bug where the Tracks Overview would not draw phrase boxes for aux and instrument track automation.
- Fixed a bug where option-dragging a clip event in the Tracks Overview would create 2 additional copies of the clip instead of 1.
- Fixed a bug where using the lasso tool with the shift key over phrases in the tracks overview would not select those phrases.
- Fixed a bug where the marker lines superimposed over the auto punch and memory cycle lanes wouldn't redraw in the Tracks Overview when the markers moved.
- Fixed a bug where scrolling the Tracks Overview with the mouse wheel or trackpad could leave artifacts on the screen at certain UI scale factors.
- Fixed a crash in the Waveform Editor when scroll zooming.
- Fixed an issue where drawing waveforms would fail at certain zoom levels.
- Fixed a crash that could occur when closing the waveform editor.
- Fixed a crash when scrolling the pitch layer of the waveform editor.
- Fixed a crash that could happen when trying zooming in an empty waveform editor.
- Fixed a crash that could occur when clicking on an existing beat with the pencil tool.
- Fixed a crash when dragging a clip to a track with mismatched types.
- Fixed the ability to "run last bounce again" which had apparently been broken for some time.
- Fixed a long standing bug where DP could crash if multiple fades were selected, and then dragged to be zero in duration (deleting the fades).
- Fixed a bug where the selection highlight wouldn't draw in the MIDI insert effect version of groove quantize.
- Fixed Repeat to both restore previous behavior and also allow it to be used successfully with object selections (e.g. soundbite events).
- Fixed a crash that could occur when opening projects with bad audio output assignments.
- Fixed a bug that prevented setting I/O properties on audio tracks.
- Fixed a problem where saving as old DP versions could cause a crash in the old version of DP when the project was opened and then closed
- Fixed a Windows bug where "Save as DP7-9" would actually save as DP10.01.
- Fixed a crash that could occur when closing a project that had tracks with MIDI insert effects.
- Fixed Load for Consoles. Now all setting should be loaded.
- Fixed a crash that could occur redoing deletion of a console.
- Improved the reliability of pressing cancel without crashing when DP is loading a large project.
- Fixed a crash when saving some documents as older DP versions.
- Fixed a bug where tempo changes might not read in correctly.
- Fixed a bug that made saving projects using pattern clicks fail.
- Fixed an issue where running bounce to disk with a saved format involving an export plug-in could incorrectly yield a mono file.
- Fixed a bug where some track clippings made by older versions of DP could not be imported.
- Fixed an issue reading certain old files (those that contained duplicate track IDs).
- Fixed a bug writing patch changes and made the reading code able to deal with files written by early versions of 10.1 containing this bug.
- Fixed a bug that would prevent import of track clippings whose resource forks are missing or corrupted.
- Fixed some file modification date comparison bugs that could cause the waveform overview and analysis files to be rebuilt unnecessarily each time a project is opened.
- Fixed a crash when opening a new document after closing a document that had at least one VCA track.
- Fixed a bug where level meters would sometimes spike for no reason
- Fixed a bug where chased events would be sent late when starting playback.
- Fixed a bug where monophonic aftertouch would not be sent to MIDI destinations during playback.



- Fixed a bug where duplicate events could be inserted into the track when recording automation.
- Fixed a crash that could occur when changing frame rates.
- Fixed a crash that could occur when canceling track freeze.
- Fixed a crash when trying to add a v-rack track to a temporary group in the mixing board.
- Fixed an issue where multiple punch-ins/outs on an audio track would only result in one soundbite being inserted.
- Fixed a bug where captured clips wouldn't draw in the Tracks Overview or Sequence Editor after a cycle back had occurred.
- Fixed a crash that could occur when drawing soundbite clips being captured while memory cycle was enabled.
- Fixed an issue where recorded clip events were getting sorted in the wrong direction in the Sequence Editor.
- Fixed an event chasing bug where types could be overridden by a clip event that began ahead of the current counter position.
- Fixed a bug where MIDI notes would not be chased at all unless they were inside a clip event.
- Fixed a bug where notes in clips weren't chased properly when starting playback.
- Fixed a bug where MIDI scrubbing wouldn't work for tracks that only had notes inside of clip events.
- Fixed an issue where recording automation into clips could contain multiple return-to-zero points within what should have been a smooth curve.
- Fixed a bug where monophonic aftertouch would not play back after recording an overdub pass for this event type.
- Fixed a bug where overdub recording MIDI controllers in "latch" mode might continue erasing previous track data after manually punching out.
- Fixed a bug where auditioning a track data selection would play data from unselected clip events in other tracks if they intersected the selection time range.
- Fixed an assertion failure when chasing notes in MIDI clip events.
- Fixed a crash that could occur when undoing "paste clip" in the clips window after it had been queued to play.
- Fixed an issue where you could not begin recording on an audio track after pressing transport-record unless at least one audio track was already record enabled before you started the transport rolling.
- Fixed a bug where clips overriding automation for a parameter in a particular effect instance would also override automation targeting the same parameter in different instances of the same effect in the track.
- Fixed a bug where a track's "playing clip" in the clips window might not actually play.
- Fixed a crash that could occur when playing clips.
- Fixed a bug that could prevent a soundbite inside of a clip from playing if it had a fade applied.
- Fixed a graphical bug where waveform artifacts would be left behind by the drag-info bubble if it were superimposed over a volume automation lane when dragging a soundbite.
- Fixed a crash that could occur when undoing, then redoing, the Add VCA Track and Group command.
- Fixed a bug in the Clips Window's handling of "Toggle Clip Editor" where it would not close the editor if it was already showing.
- Fixed one more place where disengaging transport record could be ignored by the CC-overdub recording system.
- Fixed bug where the wiper would stop moving when mouse was not moving.
- Fixed a bug where seeking backward one frame at a time would not reliably update the displayed video frame in the movie window.

## Enhancements introduced in version 10.01

Version 10.01 introduces the following improvements:

- Added a preference to completely disable tracks overview wiper snapping (Preferences > Editing > Tracks Overview).
- Beat snapping honors the command key to toggle the snap state as you drag.
- Cancel run command by hitting the (shift-space) key again. This preserves the search text for next time.
- Applying a track layout preset hides tracks that did not exist at the time the preset was created.
- If saving an old Digital Performer document will upgrade it to a newer file format, the user will be reminded of this and given a chance to use "Save As..." if backward compatibility is required.
- Added an option to allow DP to display audio meters post-pan (Play and Record -> Audio Options -> Audio metering is post-pan).
- The maximum bus count is again 1024.
- Welcome window fixes: The news column now opens. Fixed a display glitch in the news show/hide button. Fixed a problem with the drop shadows associated with each individual news item. When you're not on the network, there is no 'Video Tutorials' button.
- The consolidated window's sidebar panel selection menu is now alphabetical within the logical subgroups.
- Reduced audio glitching when reordering tracks. Now a glitch will only occur if master track priorities need to be resolved.
- Added string to value conversion to VST2 and VST3 plug-in formats.
- Removed the requirement that an AU plug-in must be able to do string to value conversion in order to use value to string conversion for event value display. The behavior when viewing and editing effect automation in DP is now

as follows: 1) If value to string conversion is available, it will be used to display event values. 2) If string to value conversion is available, events will be editable by typing in new values but if string to value conversion is not available, events will not be editable by typing new values.

- Fixed a bug where a VST3's processor state could be restored to bogus values.
- Fixed an issue with all VST2/3 and AU plug-in formats, where examination could get blocked if the plug-in being examined output too much diagnostic text (this fixes examination of GForce M-Tron and possibly others).
- Improved the way we send automation to VST3 plug-ins.
- Fixed redraw problems in the "Apply Plug-in" window (macOS 10.11 only).
- Fixed an issue where VCA masters would not control tracks with surround outputs.
- Fixed an issue where muted tracks controlled by VCAs could be distorted during playback.
- Fixed beat detection algorithm so it handles very small audio files (less than 0.1 seconds in length), this was crashing DP.
- Improved Clips window loading time when used with large numbers of tracks.
- Fixed a bug where the Clips window would appear to allow clip management for temporary take tracks.
- Fixed a crash when dragging an item over the Clips window when no tracks are displayed.
- Fixed a crash that could occur when dragging the scroll bar in the Clips window track selector if the Clips window was created outside of the consolidated window.
- Fixed a graphical glitch that could occur when scrolling horizontally in the Clips window.
- Fixed a bug where revealing the track selector in the Clips window would make right-most edge of the window unreachable if the track selector was set to open inside of its edit window.
- Fixed a bug where the Clips window track grid would be the wrong width after popping it into the Consolidated Window while the track selector was showing.
- Fixed a bug where MIDI bindings bound to clips in the Clips window wouldn't work if one or more v-racks preceded the playchunk in the chunk list.
- Fixed a crash that could occur when closing a document containing more than one sequence with MIDI event bindings for its clips.
- Fixed a bug where soundbites within clips would not play for the correct duration if a tempo change occurred while the clips were looping.
- Fixed a bug where a clip created by copy and paste would have its loop re-enabled if the source clip's loop was disabled.
- Fixed a memory leak that could occur when undoing edits in the clip editor.
- Fixed a bug where copying and pasting clips in the Clips window would create unnamed undo entries in addition to "Paste Clip."
- Fixed a bug that made double-clicking unreliable in the Content Browser.
- Fixed unpredictable behavior when using the Content Browser's back and forward buttons.
- Fixed an issue where the fade resolution system was not allowing asymmetrical cross-fades.
- If you delete the end from a soundbite with a fade, the fade is preserved. This behavior more closely matches DP 9.
- Fixed bugs that could result in fades not being created when the soundbite is off-screen.
- Fixed a crash bug that could occur when performing an Insert Measures where the split/insert point intersected one or more sound bites.
- Fixed a few issues with Split Notes, including a crash that would occur when trying to send the selected notes to a specific track.
- Fixed a crash that could occur when triggering a window set created in DP 9 or prior that contained a region op window.
- Fixed an intermittent crash when opening the continuous data region op windows.
- Fixed a crash in SndBitePane.
- Fixed a Windows-only bug where the QuickScribe font would be used to render patch names in the patch list menus.
- Fixed a crash when choosing a groove in the insert effect version of Groove Quantize.
- Fixed a potential crash when editing track options in the QuickScribe window.
- Fixed a graphical glitch with long Sequence Editor folder names.
- Fixed a cosmetic anomaly in the Markers window.
- Made the colored square in the track selector fit 10.2 and other surround sound labels.
- Added a conductor icon to the track selector in the 'Nine' theme.
- Made the insert automation box in the Sequence Editor line up.
- Fixed a graphics glitch in 'None More Black' theme.
- Made the track inspector button draw correctly meaning that the color stayed fill when the center column lost focus.
- Fixed a bug where importing a clipping file would fail to reconnect track inputs to the appropriate input bundles if the input bundle was a hardware input, rather than a bus or virtual instrument.
- Updated the Windows primary plug-in format alert text.
- Allow the track (context) name to be set into AU format plug-ins for all manufacturers.
- Notation editor zoom bug. DP would crash if the notation editor was open in the background and you zoomed the

MIDI editor.

- Fixed layout issues in Final Cut Pro Import dialog.
- Fixed crash when exporting to AAF or OMF with "copy all audio files" selected.

## New features introduced in version 10.0

Version 10.0 introduces the following new features. For further information about these features, go to Digital Performer's Help menu > New Features in Digital Performer 10.

**Clips window** — The Clips window is a dynamic, interactive environment for triggering audio and MIDI clips during live performance. You can prepare any number of MIDI and audio clips and then individually trigger them during playback. The Clip Editor lets you view, edit and create clips.

**Audio stretch edit layer** — Both the Sequence Editor and Waveform Editor have a new Stretch edit layer that allows you to grab audio beats and stretch them earlier or later in time to modify their timing.

**Beat Detection Engine 2.0** — DP's Beat Detection Engine has been re-engineered to make beat and tempo operations on rhythmic audio easier than ever.

**Enhanced Waveform Editor** — The Waveform Editor has been greatly enhanced and streamlined.

**Content Browser** — The new Content Browser gives you immediate access to assets that you can quickly drag and drop into your Digital Performer project, such as audio files, loops, plug-ins, virtual instruments and clippings.

**VCA tracks** — Modeled after classic analog consoles, VCA tracks allow you to control the relative level of any number of tracks from a single fader. With complete flexibility, you can control VCA tracks with other VCA tracks, creating nested sub-groups. Mix automation is maintained throughout, even for sub-grouped faders.

**VST3 support** — VST3 plug-ins and virtual instruments are now supported in Digital Performer.

**MOTU Instruments soundbank** — DP10 includes a 5.5 GB library of multi-sample instruments, synths, loops and phrases, including over 300 different instruments, 1100 instrument presets and 500 loops. Categories include acoustic and electronic drum kits, pianos, guitars and basses, along with church organs, electric organs, strings, brass, woodwinds, synths, ethnic instruments, choirs, voices, percussion, sound effects and more. For more information, go to the Help menu in Digital Performer and choose Digital Performer Plug-ins Guide.

**User interface scaling** — You can now scale Digital Performer's entire user interface, including all windows and text, larger and smaller. This is especially useful on today's high-resolution Retina displays.

**Run command window** — Type shift-spacebar (or choose Setup menu > Run Command...) to open the Run Command window, which provides a command-line style interface for quick access to commands. Essentially, it's like Spotlight (in macOS) or Windows Search (in the Start menu) for commands. Several preferences are also provided.

**Enhanced Quantize** — The Quantize command now offers the option to move MIDI controller data along with its associated MIDI note when it is being quantized. This allows you to preserve the timing between the note and any controller data affecting it. A separate option provides the same functionality for plug-in automation data for soundbites when they are being quantized, or even beats within soundbites.

**Enhanced Groove Quantize** — The Groove Quantize command now offers the same option as above for moving MIDI controller data and audio automation along with its associated MIDI notes and audio beats to help preserve the timing between them.

**Alternate Tool** — The new Alternate Tool can be chosen in the Control Panel and invoked using the 'x' key (or any customized keystroke), allowing you to switch quickly between the main tool and alternate tool without repeated trips to the Tool palette.

**Absolute vs. relative grid snapping** — Now, by default, Snap to Grid (in the Snap Information window) snaps data to the absolute time line grid. There is a new Snap Relative check box option that snaps data relative to its original position with respect to the absolute grid.

**Auto Snap to Grid** — Snap to Grid now has two modes: Fixed and Auto. In Fixed mode, you can specify the grid size, as usual. In Auto mode, DP chooses an appropriate grid size based on the zoom level of the edit window you are working in.

**Incremental transport cueing** — In Digital Performer's main transport controls, the cueing buttons (fast/slow forward and rewind) can now be configured to cue in fixed increments in any time format. For example, you can program the slow forward/rewind buttons to cue by one measure and the fast forward/rewind buttons to cue by four measures. You can also cue by any number of beats, ticks, frames and seconds.

**Region command presets** — You can now create and save presets for Region menu commands such as Quantize, Transpose, Change Duration and Split Notes.

**Event list "quick" filter** — The event list now displays a "quick filter" section at the top of the list to easily hide types of data temporarily.

**Effects inserts in the Sequence Editor** — The Sequence Editor now displays effects inserts in an expandable panel to the right of the track settings panel.

**Enhanced track reordering** — You can now select multiple tracks in the Track list (even a non-contiguous selection of tracks) and then drag them together as a group up or down in the Track list to move them all to the destination location in one step.

**Overdub recording of MIDI CC data** — When overdub recording MIDI continuous controller data, existing data in the track is now replaced by new data according to the track's automation mode setting (Touch, Latch, etc.)

**Enhanced track data clippings** — Clippings that consist of track data can be dragged and dropped into the Track List, Track Overview and Sequence Editor. When doing so, you can now simultaneously create new tracks and drop at a specific location on the time line, in one operation. In addition, any bussing between multiple tracks within the clipping is preserved.

**Consolidated zoom menus** — The zoom menus in the Sequence Editor, Drum Editor, MIDI Editor and Waveform Editor have been consolidated into a single menu item in the main menu bar (View > Zoom).

**Enhanced soundbite dragging** — When dragging soundbites in the Sequence Editor to move them, Digital Performer now displays their complete waveform while dragging to make it easier to align the waveform with surrounding tracks. In addition, a new information tab appears while dragging to convey metrics such as the new position, offset, start time and end time.

**New MIDI note display preferences** — There are several new preferences for the way MIDI notes can be displayed in the Graphic Editor note grid. For example, you can display the MIDI note number and on-velocity bar inside the note.

**Canceling while dragging** — You can now cancel in the middle of a dragging operation by pressing the escape key.

**Cell focus** — When a cell in the Consolidated Window becomes the focused cell (by clicking its title bar), it now displays a color-configurable border around the outside edges of the cell, to more clearly indicate that the cell has the focus.

**Bite Gain fader** — When audio tracks are resized vertically in the Sequence Editor, and expanded far enough, each soundbite displays its Bite Gain setting and fader in the bottom left corner.

**Playback wiper snaps to grid** — When you drag the playback wiper, it now respects grid snapping, if enabled. To disable wiper snapping at any time, simply hold the command key (control key on Windows).

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We hope you enjoy using Digital Performer 10.1. We welcome your comments and suggestions.

Sincerely,

The Digital Performer Development Team  
[www.motu.com/techsupport](http://www.motu.com/techsupport)  
[www.motu.com/suggestions](http://www.motu.com/suggestions)

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