Digital Performer 8.07 Read Me

Thank you for installing Digital Performer 8.07.

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There is no Extras disc
The Digital Performer 8 package does not include an Extras disc, as mentioned in the Getting Started Guide on page 9. Everything you need for DP8 has been consolidated onto the included Installer DVD, or it can be downloaded at www.motu.com/download.

Windows version availability
The Windows version of Digital Performer is now included (starting with Digital Performer 8.02)! The Windows version is available to all registered DP8 users and can be activated with the same keycode as on Mac OS X. You can download the Windows version from motu.com/download.

Windows users, if you use a MOTU audio interface, we strongly recommend that you download and install the latest MOTU Universal Audio Installer for the best possible performance with DP 8.07 for Windows. Please visit motu.com/download.

System Requirements
Digital Performer 8.07 requires a Mac or PC computer with an Intel Core Duo CPU 1.83 GHz processor or faster running Mac OS X (version 10.6.8, 10.7.x, 10.8.x, or 10.9), Windows 7, or Windows 8. A computer with multiple processors or a multi-core processor is required. Macs with PowerPC CPUs are not supported. 2 GB of RAM is required; 4 GB or more is highly recommended. A display resolution of 1024 x 768 is also required (1280 x 1024 or larger is recommended).

64-bit operation
Digital Performer fully supports 64-bit operation on 64-bit Mac and Windows systems. This allows DP to take full advantage of all of the RAM installed in your computer.

Running in 64-bit or 32-bit mode
You can run Digital Performer in either 64- or 32-bit mode on both Mac OS X and Windows. This can be useful when using 32-bit plug-ins and virtual instruments that are 32-bit only.

On Mac OS X, Digital Performer runs in 64-bit mode by default. To switch to 32-bit mode, select Digital Performer in the Finder, Get Info, then enable Open in 32-bit mode.

On Windows, there are separate 64- and 32-bit builds of the Digital Performer application. Just run the 32-bit executable instead of the 64-bit executable.

Keycode activation
When you first run the Digital Performer application, it asks that you type in your email address, name, and keycode. If you purchased a boxed copy of DP from a store, your keycode can be found in your DP8 *User Guide.* If you purchased DP online, your keycode can be found in the confirmation email from MOTU. This is your personal activation keycode: do not give it to anyone else. You get one activation keycode per software license. For further information about keycode activation, please read the **DP Activation FAQ** at the end of this document.
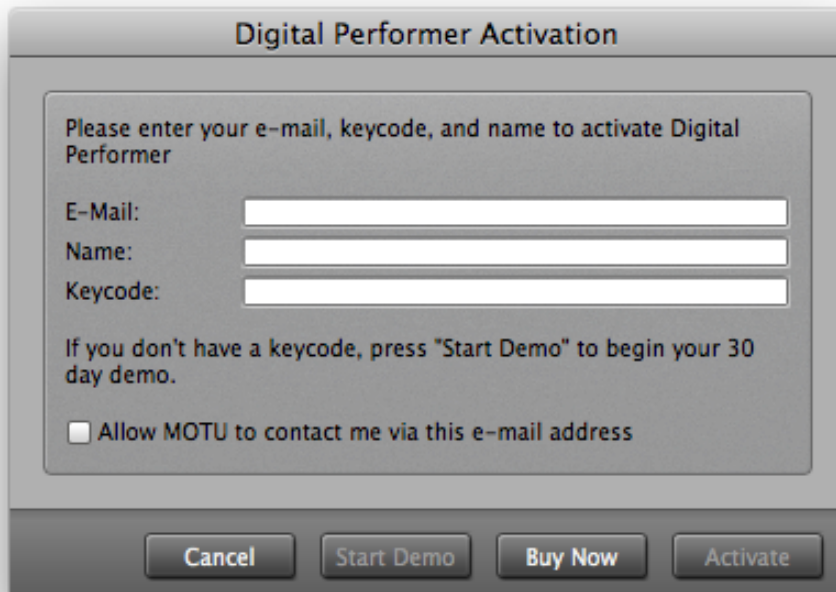
30-day demo
If you would like to try Digital Performer before you buy it, enter your email and name in the activation dialog above, and then click *Start Demo* to begin your 30-day demo period. All features except MP3 exporting are available, including document saving. When your 30-day trial period ends, click *Buy Now* to purchase DP online, or you can purchase it from your favorite MOTU reseller. You can also purchase at any time from the motu.com/store. Once purchased, you can enter your purchased activation keycode to fully unlock DP, as explained in the **DP Activation FAQ** at the end of this document.

Changes and new features
For a comprehensive list of new features, please refer to *New Features in DP 8*, available in Digital Performer's Help menu.

The DP8 User Guide and Getting Started Guide PDFs
The *DP8 User Guide* and *Getting Started* books are now available as PDF files. You can find them on the DP8 installer disc, and you can also access them directly from 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).

Printed manual addenda
After the printed version of the Digital Performer manual went to press, the items listed below were updated. For the latest up-to-date information, please refer to the PDF version of the *Getting Started* and *User Guide* books found in Digital Performer's Help menu.

Getting Started

Page 27 — The Audio Performance window has been updated.

User Guide

• Page 844 — The Audio Performance window has been updated.
• Pages 897-898 — The procedure described for bouncing to a QuickTime movie has changed slightly.
• Page 900 — The *Edit Saved Bounce Settings* command is now *Edit Bounce Again Settings.*

There are several references throughout the printed manual to the **Sound Designer II (SDII) file format**. DP no

longer supports SDII as a format for recording new material. DP can open old projects containing SDII files, as well as import and export audio in the SDII format, but it no longer allows SDII to be selected as the primary document format.

Late-breaking information not found in the PDF or printed manual

When Digital Performer is operating as a 32-bit application, the **Audio Performance window** displays a memory meter, which displays how much of the 4GB memory address space (allowed by Mac OS X for 32-bit applications) is being used by Digital Performer. If the meter reaches 100%, Digital Performer has run out of memory and you will likely experience performance issues. If the meter approaches 100%, try removing plug-ins from the project.

The **Copy movie audio to sequence** command in the Movie window menu (and mini-menu) has been renamed I**mport Movie Audio**.

Soundbite color bars are back! You can turn them on or off as desired in the *Waveform Colors* section of the *Track Colors* preferences.

The **input and output menus** in the Sequence Editor track info panes are now labeled. In addition, the input menu has been positioned above the output menu.

Enhancements introduced in version 8.07

Version 8.07 provides many improvements, optimizations, and refinements. Here are just a few highlights:

• Fixed an issue where very long audio files would constantly regenerate their overviews.
• Fixed an issue where "Use Single Movie Per Document" wasn't properly updating the movie window.
• Fixed end time calculation in the Change Tempo dialog.
• Improved support for external video hardware.
• PunchGuard now works as expected with auto record punch-in points.
• Fixed a crash in projects with very complicated bussing.
• Fixed an issue where two sequences with instruments with the same name and default-named bundles wouldn't route audio properly.
• [Win] Fixed ReWire-related crashes.
• [Mac] Added several fixes and enhancements for operation under Yosemite.
• Made several fixes and enhancements regarding video export.
• Fixed a crash when exporting as OMF/AAF with rendered fades.
• The "Ignore Mistakes" option in QuickScribe now defaults to being turned off.
• Changed the default option for Punch Guard to only record pre-roll when punching in.
• [Mac] The Configure Hardware Driver dialog now allows 16 and 32 sample buffers if the audio hardware supports them.
• Removed the option to embed audio in exported AAF files, due to compatibility issues with 64-bit support.
• Improved Final Cut Pro 7 XML import.
• Applying an effect to a soundbite removes any bite gain afterward because it has already been applied with the effect.
• Pasting in the MIDI editor from a single track now pastes to the current master track, as expected.
• [Mac] Cut, copy and paste once again work in file dialogs.
• [Win] Fixed clippings.
• [Win] Fixed printing.
• [Win] File dialogs recall their last used location.
• [Mac] Video playback now works when running with multiple, mirrored displays.
• [Mac] Fixed bouncing to QuickTime with a sample rate greater than 48khz. Apple's AAC encoder only supports up to 48khz and DP will downsample if necessary.
• [Mac] Optimized video loading and playback under 10.9+.
• The movie window now remembers whether it was fullscreen when opening a project.
• Unlocking the movie during playback no longer stops the movie.
• Streamers are now displayed vertically (at 90 degrees), rather than at a slight angle.
• Click-generated punches can now be turned off by choosing "None" from the size menu.
• Duplicating a track also duplicates its automation state, e.g. whether it's enabled or in touch mode.

• The Search window properly searches windows docked in the Consolidated Window.
• Non-compliant MIDI messages are now ignored for improved compatibility with MIDI devices that produce them.
• Improved OMF/AAF import and export.
• Fixed a bug where inserting a bar while preserving time resulted in the start time being off by a single SMPTE bit.
• DP now displays the output configuration for multiout VSTs in the name, such as "Kontakt 5 [16 out]".
• Fixed an issue where adding an instrument track with multiple output configurations such as Kontakt 5 would create an unassigned track.
• [Win] Fixed an issue where a frontmost plugin window would steal keystrokes when using the keypad decimal key to edit the main counter.

Enhancements introduced in version 8.06

Version 8.06 provides many improvements, optimizations, and refinements. Here are just a few highlights:

• Added new Guided Lessons, which provide integrated, interactive tutorials. See the new Guided Lesson project in Application Support, or download it as part of the updated tutorial materials from motu.com/download.
• Improved operation with multiple Core Audio devices running under 10.9.
• Sends can now be dragged and dropped in the mixer, just like effect settings.
• Support for Japanese text input on Windows.
• Improved importing crossfades from OMF and AAF files.
• Improved operation on Windows with drag and drop, window focus, instrument aux assignments, and the Movie window.
• Fix for an issue on Windows where Digidesign Accel HD hardware wouldn't change sample rate.
• Addressed several issues related to Movies and Load.
• VIs now retain their aux assignments when duplicating a chunk.
• Improved compatibility with Scuffham S-Gear plugins.
• Video output offset now works with MOTU video hardware and DV output, even when DP is resolved to an external time base.
• Improved compatibility with UAD plug-ins on Windows.
• MIDI tracks now retain output assignments to V-Rack VIs when loaded from a document containing the same V-Rack.
• Fixed a problem with icon menus in plug-ins on Mac OS X 10.9 systems

Enhancements introduced in version 8.05

Version 8.05 provides many improvements, optimizations, and refinements. Here are just a few highlights:

• Added "At Wiper" and "At Original Time" versions of Paste, Merge, and Splice. Refer to the commands window for their default key bindings.
• Performance improvements for video playback on Mac OS X.
• External video (DV and sample-accurate MOTU video hardware) can now sync to MTC or LTC.
• External video offset now applies to MOTU video hardware output (in addition to DV output).
• Latencies are now updated properly before bounce-to-disk.
• Improved latency compensation for side chains and virtual instrument (VI) aux outputs during bounce to disk and pregen mode.
• Improved DP's responsiveness to scroll wheels (on both Apple products and third-party products).
• Stability improvements in the Effects Chooser.
• Improved Audio Unit (AU) plug-in support (Omnisphere in particular).
• Improve compatibility with Vienna Symphonic Library (VSL) and Vienna Ensemble Pro (VEP).
• Selection info times are now stored per chunk rather than globally, restoring DP5 behavior.
• Fixed copy and paste behavior for soundbites with sync points.
• Restored the "None" start-up document option to the Mac version.
• Mixing board volume and pan are no longer chased for play-disabled MIDI tracks.
• Command/Ctrl-up/down arrow now zoom in the tracks overview.
• Improvements to color preferences and their effect on audio waveform colors.
• MIDI notes are no longer dropped during MIDI controller overdub recording.
• Autosave improvements: you can now limit how many auto-saves will be maintained by DP.
• Added support for the OSC control surface plug-in for 64-bit operation on Windows (required for DP8's iPhone

app).
• Improved MP3 export speed.
• Option-clicking a window's close button now closes all similar windows (not all windows).
• AU automation values can once again be edited by typing into value boxes.
• Improved audio performance while slaved to MIDI Time Code (MTC).
• Double-clicking on soundbite in the Tracks overview once again scrolls to that soundbite in the sequence editor.
• Fixed Bounce to CD on the Mac.
• Addressed an issue with Custom Consoles when running DP in 64-bit mode.

Enhancements introduced in version 8.04

• The Soloist plug-in has been redesigned.
• Fix for crash in DLS MusicDevice when used as a plug-in.
• Fixed a potential crash during pitch edits.
• Improved handling of broadcast wave files.
• Fix for incorrect recording with PunchGuard turned off.
• Waves VSTs are now listed correctly as mono or stereo.

Enhancements introduced in version 8.03

• Fix for a crash with calculating waveform overviews.

Windows version fixes:

• More accurate text in the crash reporter.
• Fixed a crash that would occur after switching to QuickScribe on certain computers.
• Improved hardware compatibility with Focusrite, Avid Mbox2, and Lexicon audio interfaces.
• Better support for non-US computer keyboards.
• Dragging MIDI data from plug-ins into DP (e.g., from Superior Drummer) now works.
• Improved ASIO error reporting.

New features introduced in version 8.02

A 30-day demo period is now available, as explained earlier in this document.

Digital Performer is now available for online purchase from the motu.com/store.

DP's new welcome window appears at launch and provides quick access to recent files, new project templates, training resources, and MOTU news.

The ability to export MP3's is now built in to DP and no longer requires the LAME framework (or any extra setup).

Version 8.02 provides many improvements, optimizations, and refinements. Here are just a few highlights:

• If a movie is fullscreen, switching chunks now preserves fullscreen viewing.
• Improved performance when the Movie Track is visible. Improved video scrubbing.
• Waveform drawing is now smoother at certain zoom levels.
• Improved bounce to disk in projects with VST plug-ins.
• Improved stability and performance when using MIDI ports and ReWire (for Reason, Bidule, etc.)
• Improved stability with Kontakt 4 and 5 under 64-bit operation.
• Improved compatibility with VEP, EastWest Play, Spectrasonics Omnisphere, and Mac OS X 10.8's AUSampler.
• Addressed an issue where abutting MIDI notes might not play back properly.
• Autosave now creates a sub-folder in the project folder and saves incremental versions there.
• Many improvements in waveform drawing and editing.
• Fixed entry of diminished (°) and major 7th+ chord (Δ) symbols in QuickScribe.
• Merging chunks in a song now takes the tempo mode from the song itself.
• Effect categories in the Effect Chooser now contain all variants of a plug-in, not just the one added.
• Restored scroll wheel sensitivity to be more like DP 7 and earlier.
• The following feature has been restored: if tracks are selected when switching to the Mixing Board or

QuickScribe windows, only those tracks are shown.
• Fixed an issue with timestamps in broadcast wave files.

New features introduced in version 8.01

The Consolidated Window now supports the **full-screen** feature in Mac OS X 10.7+.

The behavior for opening the **Plug-in Chooser** from a Mixing Board insert slot has changed slightly. If the insert slot already holds a plug-in, hold down the Command/Ctrl key while clicking the existing plug-in to open the Plug-in Chooser (instead of clicking the right side of the insert slot, as shown in Figure 67-7 on p. 769 of the *DP8 User Guide*).

Improvements, optimizations, and refinements can also be found in the following areas:

• Hardware video output (both DV and MOTU video interfaces)
• Movie window performance
• Sysex messages in 64-bit operation
• Rewire support
• Operation with Kontakt 4/5
• Importing sound files and soundbites, including possibly corrupted sound files
• AAF export
• Clippings
• Consolidated window info panels and channel strip
• Scrolling in the Sequence Editor, MIDI Editor, Drum Editor, and Notation Editor
• Meter animation throughout the program

Attention Mac BPM, Ethno, and Electric Keys owners

If you use BPM, Ethno, and/or Electric Keys with Digital Performer on the Mac, and you wish to run DP8 in 64-bit mode, use the AU or VST versions of these instrument plug-ins (as there is no 64-bit MAS version). If you plan to transfer DP8 projects between a Mac and PC, use the VST version, which will allow the plug-in settings to transfer back and forth seamlessly. When migrating projects created in earlier versions of DP to Version 8, you can transfer settings from the old MAS version to the new AU (or VST) version of the instrument as follows:

1. Open the project in the older version of DP.
2. Save the instrument plug-in settings from within the plug-in (as a BPM *Performance*, an Ethno *Multi*, or an Electric Keys *Combi*).
3. Open the project in DP8.
4. Load the settings (performance, multi or combi) into the AU version of BPM, Ethno or Electric Keys.

Note: MachFive 3 settings will successfully transfer from old DP projects into DP8, so you don't need to do this procedure for MachFive 3.

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We hope you enjoy using Digital Performer 8. We welcome your comments and suggestions.

Sincerely,

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

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DP8 Activation FAQ

How do I activate DP8?

When you first launch DP8, simply type in your activation keycode when asked.

Note for users of previous versions: DP8 no longer requires the installer disc for keycode activation.

Where do I find my activation keycode?

This depends on how and when you purchased DP. If you purchased a boxed copy of DP from a store, your keycode can be found on the inside back cover of the DP8 User Guide (the big book), OR on the registration page found at the beginning of the DP8 User Guide. If you purchased DP online, your keycode can be found in the confirmation email you received from MOTU after purchase, or you can view it by logging in to your motu.com user account. If you have already authorized DP, you can see your keycode in the About Digital Performer window.

Can I share my activation keycode with my friends or colleagues?

No. It is for your use only.

Does the keycode activation process require internet access?

Yes, but not necessarily on the computer on which you are activating and running DP8. In this case, DP will ask you to transfer a challenge file to another computer that does have internet access, and then transfer a response file back to the computer on which you are activating DP. Click here for details about this process.

Can I activate DP on more than one computer at a time?

When you first install Digital Performer and click the "I agree" installer option, you agree to abide by the Digital Performer End User License Agreement, which allows you to use DP on one computer at a time. As a courtesy, Digital Performer can be activated on two computers at a time (Mac or PC), so that you don't have to re-activate every time you switch between them (a desktop machine and laptop, for example).

How do I move a DP activation to another computer?

Simply activate the other computer. If you are already using both of your two courtesy activations, one of them (the older one) will be deactivated upon activation on the new computer.