

# *n* NotePerformer 5

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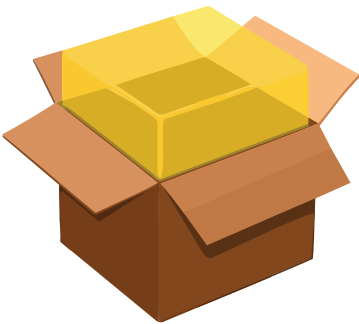
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**GUIDE FOR**

Sibelius<sup>®</sup>

# SIBELIUS

## MAC INSTALLATION



- If you've purchased NotePerformer, please download the **full version installer** using your personal download links.
- **Run the installer** and proceed through all steps. The full version overwrites the trial version.
- Open Sibelius, and switch to your **new Playback Configuration** named "NotePerformer".
- NotePerformer **may be uninstalled** by running:  

```
/Library/Application Support/NotePerformer/  
Uninstall NotePerformer.command
```
- **Our installer overwrites** previously installed NotePerformer versions.

# SIBELIUS

## PC INSTALLATION

- If you've purchased NotePerformer, please download the **full version installer** using your personal download links.
- If you've **manually overridden** Sibelius's VST plug-in path, or if Sibelius was installed to **another drive than C:**, you must take extra caution. Our installer targets only the default plug-in paths:

*C:\Program Files\Avid\VSTPlugins*

*C:\Program Files (x86)\Avid\VSTPlugins*

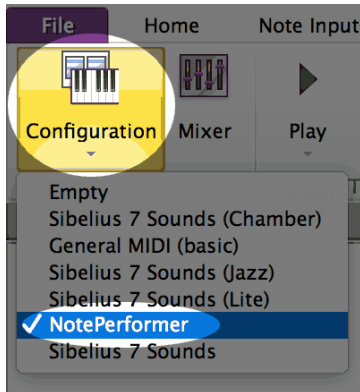
*C:\Program Files\Sibelius Software\VSTPlugins*

*C:\Program Files (x86)\Sibelius Software\VSTPlugins*

- Sibelius must remain configured to **use one of these paths** for plug-ins. The folder must also exist on your hard drive, prior to installing NotePerformer.
- **Run the installer** and proceed through all steps. The full version overwrites the trial version.
- Open Sibelius, and switch to your **new Playback Configuration** named "NotePerformer".
- NotePerformer **may be uninstalled** from "Add/Remove Programs".
- **Our installer overwrites** previously installed NotePerformer versions.



# SIBELIUS

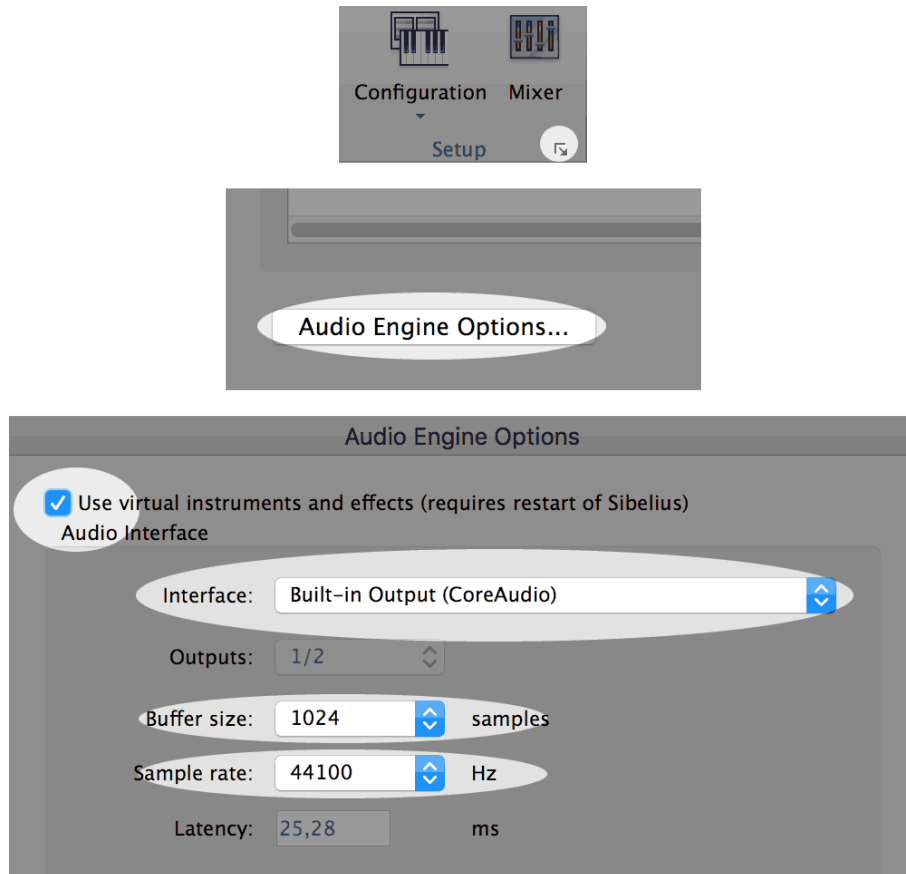


- To get NotePerformer playback in Sibelius, switch to **the NotePerformer configuration**.
- This configuration **should appear automatically** if you've installed NotePerformer.



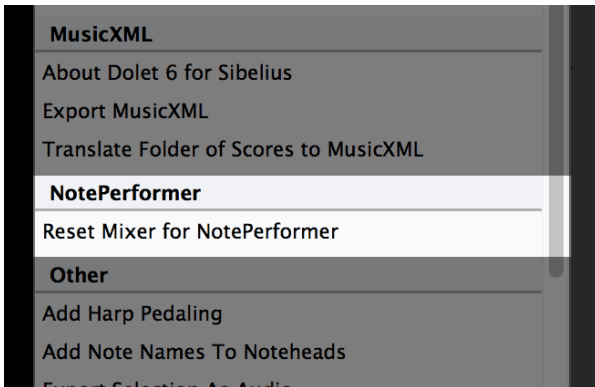
- NotePerformer's instruments respond to **reverb, pan and volume** from the Sibelius mixer.
- Mixer settings are **saved with your score**.
- By default, reverb is **39%**, while **pan and volume may vary**.
- This variation in default volume was meant to counteract **imbalances in Sibelius 6's built-in sounds** but now often produces unwanted volume differences between instruments.
- Make a habit of always checking the volume levels, as you want your instruments to **all have the same volume**.
- Double-clicking a volume slider **resets it to the baseline value of 95**.

# SIBELIUS

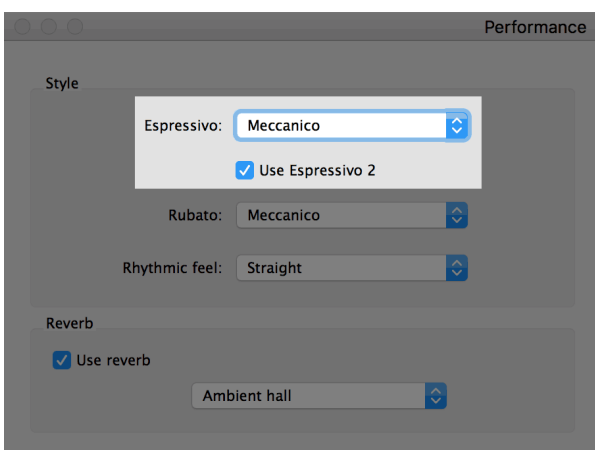


- **If NotePerformer playback isn't working**, step one is to open the *Audio Engine Options* dialog and review your settings.
- **When troubleshooting**, please always use the *Primary Sound Driver (DS)* on PC, and the *Built-in Output (CoreAudio)* on Mac.
- **When troubleshooting**, please use a *buffer size* of at least 1024, and a *sample rate* of 44100 Hz.
- Make sure “Use virtual instruments and effects” is *selected*.
- Please note that *General MIDI* playback in Sibelius **works irrespectively of these settings**, and cannot be used to determine the status of the audio engine in Sibelius.

# SIBELIUS



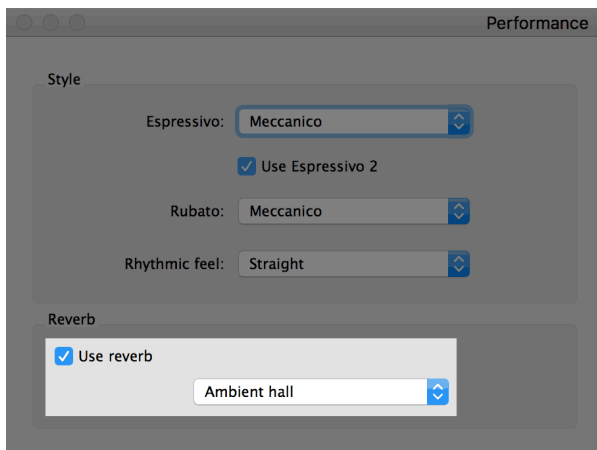
- You can also use our included plug-in to **reset all instruments to a volume of 95**.
- **Run this script** when starting a new score, or when adding staves.
- This script **also resets pan** to the staff's default.



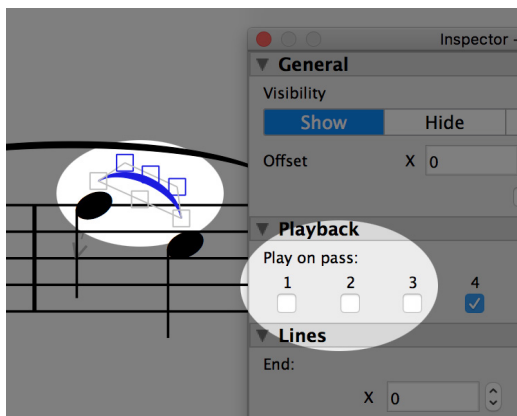
- If you want Sibelius to strictly follow the dynamics in your score you must **lower the espressivo setting to meccanico** from the performance dialog.
- The “espressivo” feature makes Sibelius *humanize* the dynamics, for better or worse. **Use only with care.**
- If you experience problems with **higher notes being louder than lower pitched notes** during a melody, you are using Espressivo.



# SIBELIUS



- You can also **change our global reverb level** from the performance dialog.
- This is done by changing from **Ambient hall** to another room type.
- The “Use reverb” checkbox must **always be selected**.
- You can **turn off the reverb** by using the “Dry” room type.
- You can have **early reflections only** by using “Small room”.
- The room type setting works **in combination with** the reverb sliders in the mixer (which have a baseline value of 39%).

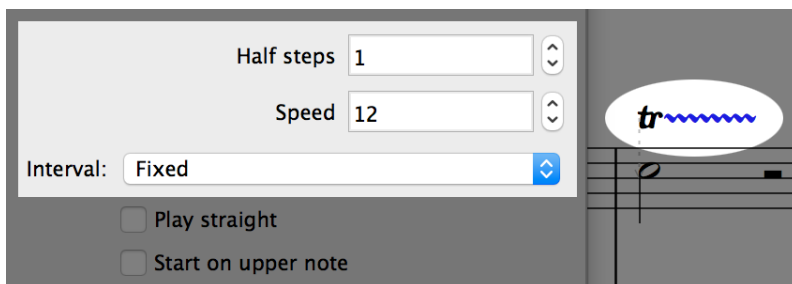


- You can **turn off playback for any item** in Sibelius.
- This is done by **deselecting “Play on pass”** from the Inspector dialog.
- You can use this feature to **correct improper playback** in Sibelius, such as nested slurs.
- You can also **combine this feature with hidden items** (such as hidden slurs or accents) to improve playback for scarce or unconventional notation.

# SIBELIUS

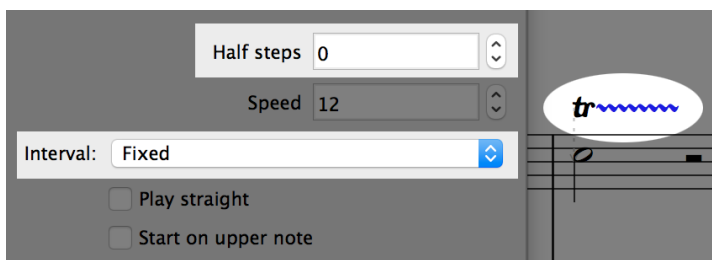


- Occasionally when opening an older orchestral score created with Sibelius Sounds, the **first plug-in instance is -6 dB lower** than it should be.
- The result is that the first 16 staves are **considerably lower in volume**. This is a problem if your score uses more than 16 staves.
- **Double-click this slider** in the mixer to reset the volume for the first plug-in instance.

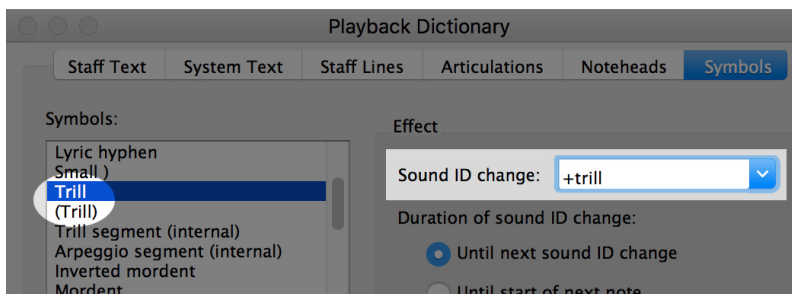


- You can **customize playback of individual trills** in Sibelius, from the Inspector.
- Speed means **number of notes per second** and is useful for fine-tuning playback of a trill.

# SIBELIUS

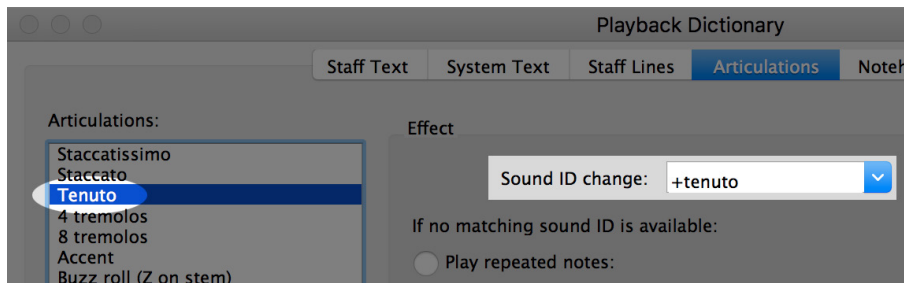


- This problem is resolved from Sibelius 2019.4.
- Unpitched percussion trills in Sibelius occasionally play the **wrong sound for every other note**.
- This happens when Sibelius incorrectly performs it as an **interval trill** within the percussion map rather than a tremolo.
- Problem is solved by setting the “fixed” trill type with an interval of **zero half steps**.

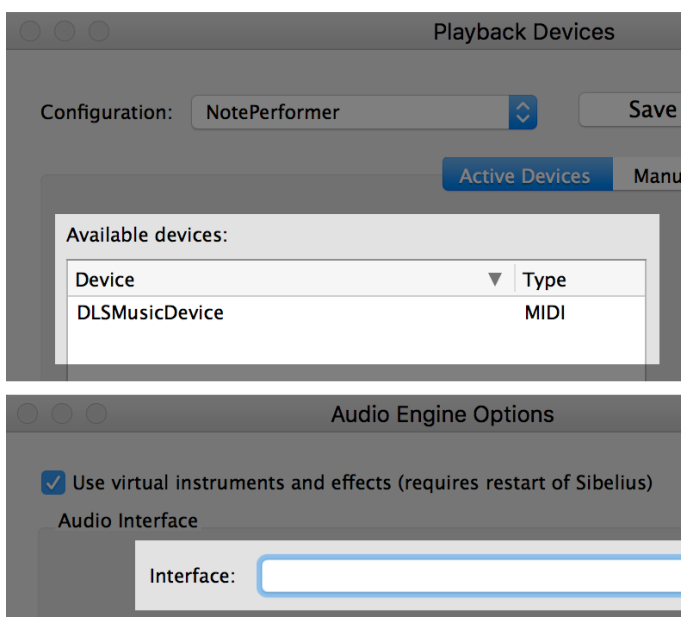


- Trill lines are automatically performed legato—when using NotePerformer—but **trill symbols aren't** because they are missing the appropriate Sound ID change.
- Problem is solved by manually **adding the +trill Sound ID change** to the symbols in the Dictionary.

# SIBELIUS



- Scores using an **old House Style** may be missing Sound ID changes for articulations such as *tenuto* and *marcato*.
- Without a Sound ID change, the articulation will **not playback correctly**.
- Problem is solved by **manually adding Sound ID changes** named after the articulation.
- Or alternatively, by **importing an up-to-date House Style**.



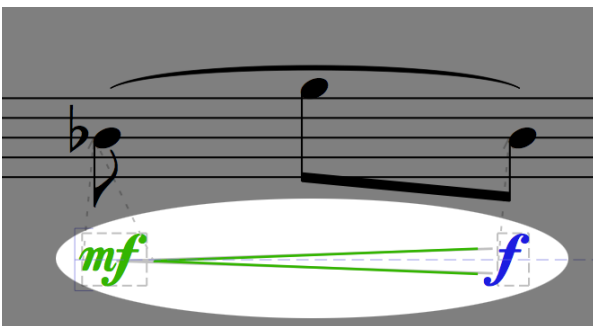
- If you see **only “MIDI” type playback devices** in Sibelius, you may not have an audio interface configured.
- In this state only **General MIDI playback works**.
- Problem is solved by opening the *Audio Engine Options* dialog and **selecting an audio interface**.

# SIBELIUS

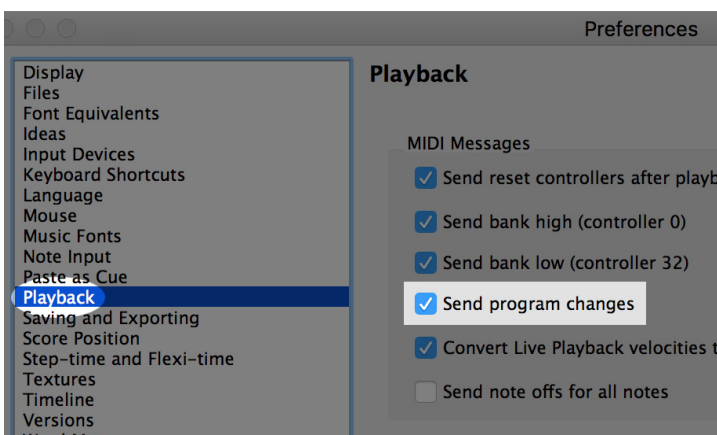


- Sounds in NotePerformer that lack a staff definition in Sibelius may be accessed by **overriding the sound from the mixer**.
- If you manually override a sound from the mixer then Sibelius **also overrides the device**—whether you like it or not—by assigning it to the first NotePerformer instance (N. 1-16).
- This is a common source of error with larger scores using sound overrides. You should **immediately change the device to “auto”** after a manual sound override, or you may start experiencing problems with the wrong sounds being assigned.

# SIBELIUS

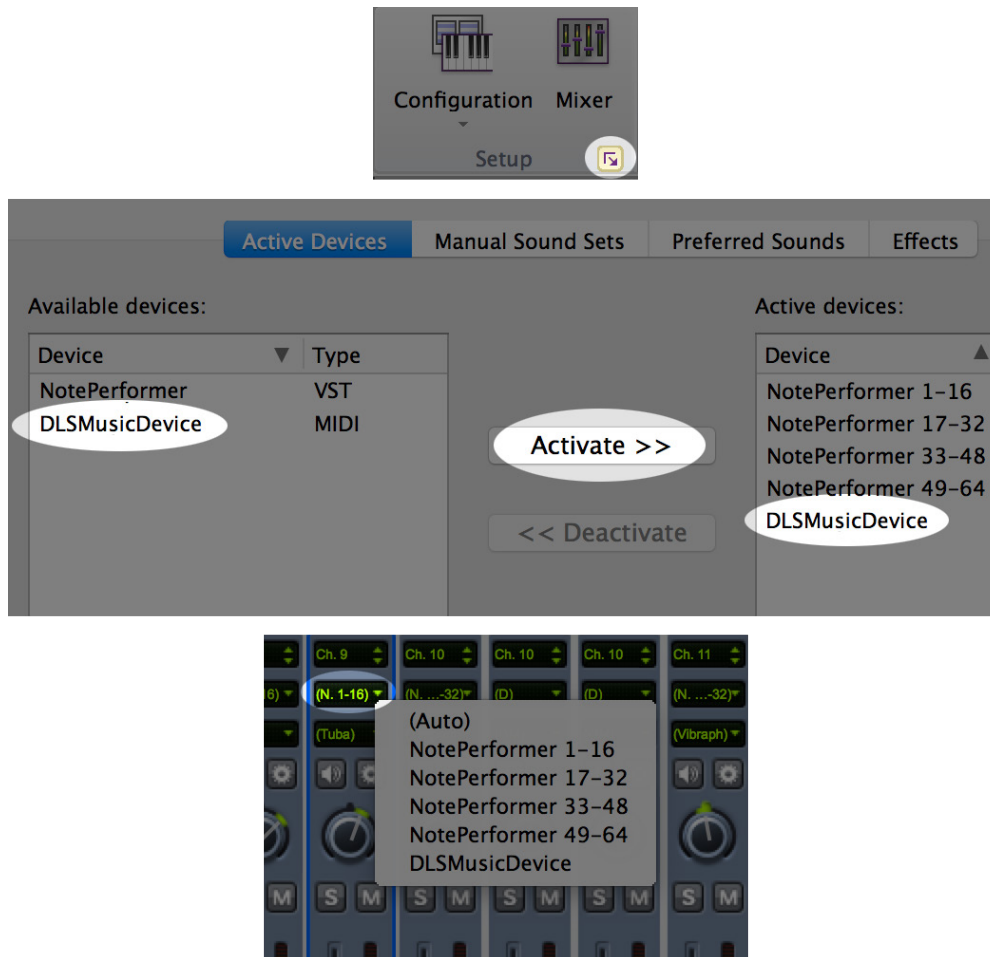


- Dynamics should include **voice 1** when possible.
- Dynamics or hairpins in the wrong voice is a **common source of error** with Sibelius playback of dynamics.



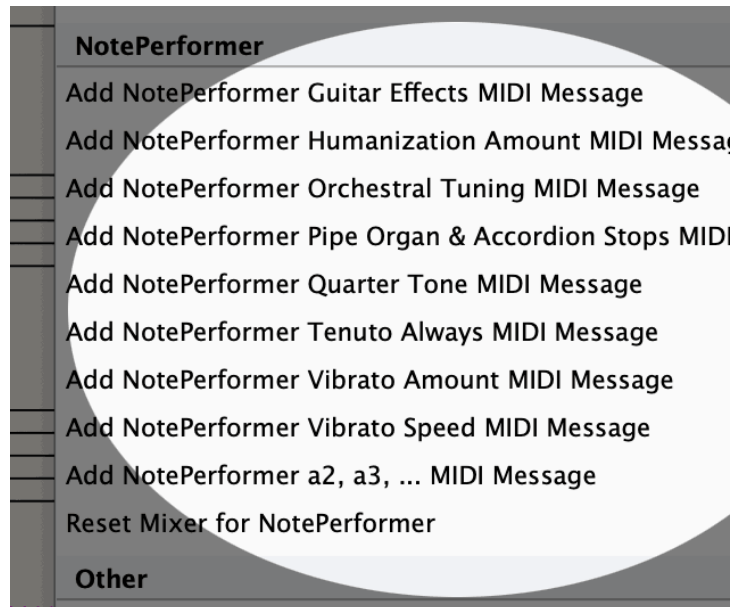
- If sounds are **not assigned correctly** (or always playback as a trumpet sound) you may have inadvertently deselected Send program changes in Sibelius's playback preferences.
- NotePerformer relies on *bank* and *program* MIDI messages, so you must not deactivate these features.

# SIBELIUS



- If you want to **mix sounds from different plug-ins** you add these additional plug-ins to the NotePerformer playback configuration.
- This is done from the **Playback Devices** dialog. You select the plug-in you want to add under *available devices* and click *activate*.
- Save the configuration using a **different name**. The *NotePerformer* configuration reverts to its original state on a regular basis.
- With a *mixed* configuration—like this one—you must **manually specify** the playback device for each staff, from the mixer.
- The advanced user can instead use *Playback Devices* ▶ *Preferred Sounds* to specify how sounds should be distributed over different devices.

# SIBELIUS

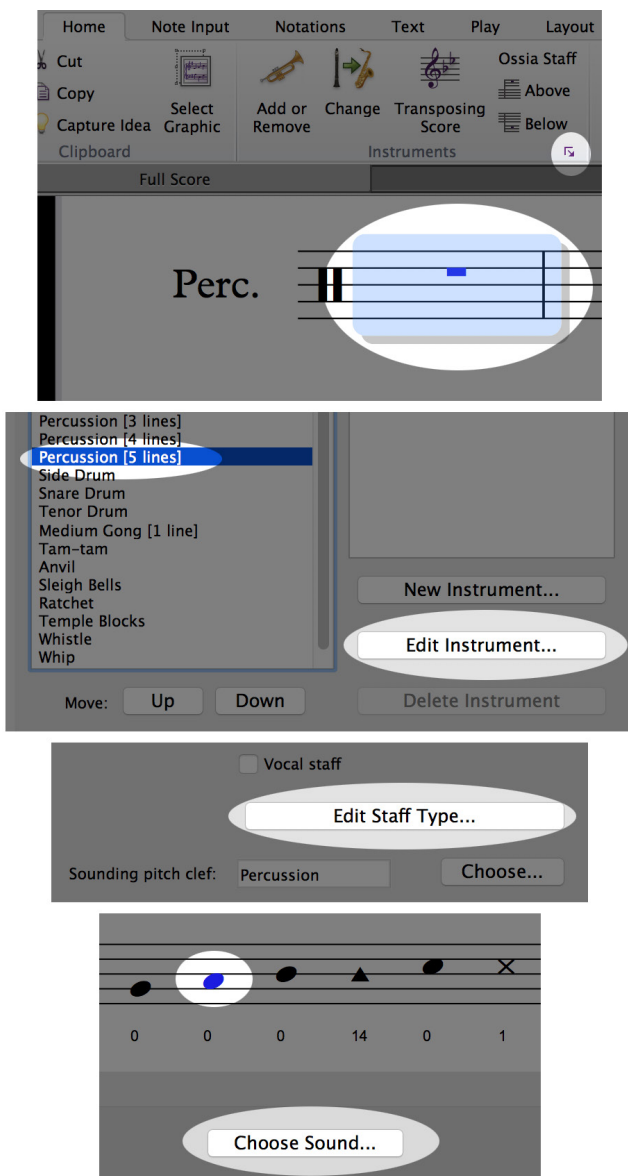


- Our *Plug-Ins* for Sibelius unlock **additional features**.
- The *Orchestral Tuning* Plug-In adds support for **tunings other than 440 Hz**.
- The *Pipe Organ Stops* Plug-In provides easy access to **custom registration**.
- The *Tenuto Always* Plug-In forces all notes to be performed for their full written length, overriding natural interpretation.
- The *Vibrato Amount/Speed* Plug-Ins provide in-depth **control over vibrato**.
- The *a2, a3, ...* Plug-In **creates sections** for woodwinds or brass, and reduces the sizes of string sections.
- The *Quarter Tone* Plug-In detunes either +50 cents or -50 cents, for **manual quarter-tone playback**.
- The *Humanization Amount* Plug-In produces a **more quantized performance**.

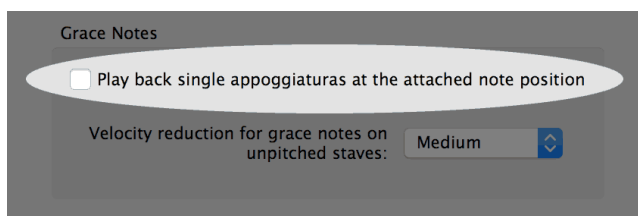
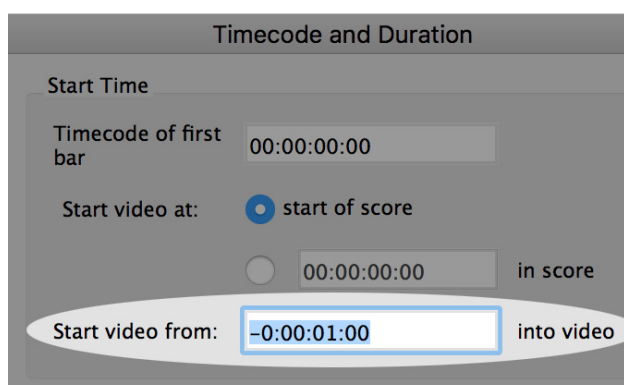
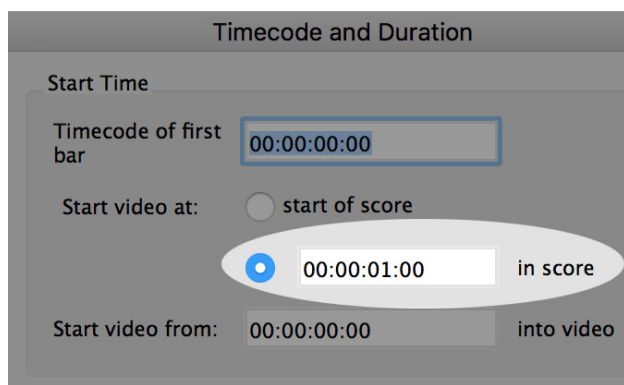
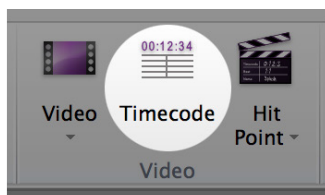


# SIBELIUS

- We include a range of percussion sounds with no natural mapping in Sibelius, such as the Suspended Cymbal and Opera Gongs.
- These must be **manually mapped** to a percussion staff of your choice, if you wish to use them.
- **1. Add a percussion staff** with the right appearance.
- **2. Select a full bar** on that staff, and **click the small arrow next to *Instruments*** on the ribbon to open the Edit Instruments dialog.
- **3. If you selected a bar** on that staff, your instrument is automatically highlighted. Please **click *Edit Instrument...***
- **4. This opens another dialog**, where you may edit the properties of that instrument. Please **click *Edit Staff Type...***
- **5. From the *Edit Staff Type* dialog** you may manually assign **percussion sounds** to any notehead or pitch of your choice.
- **6. Close all dialogs and save your changes when prompted.** Your customised percussion staff is now ready to be used.

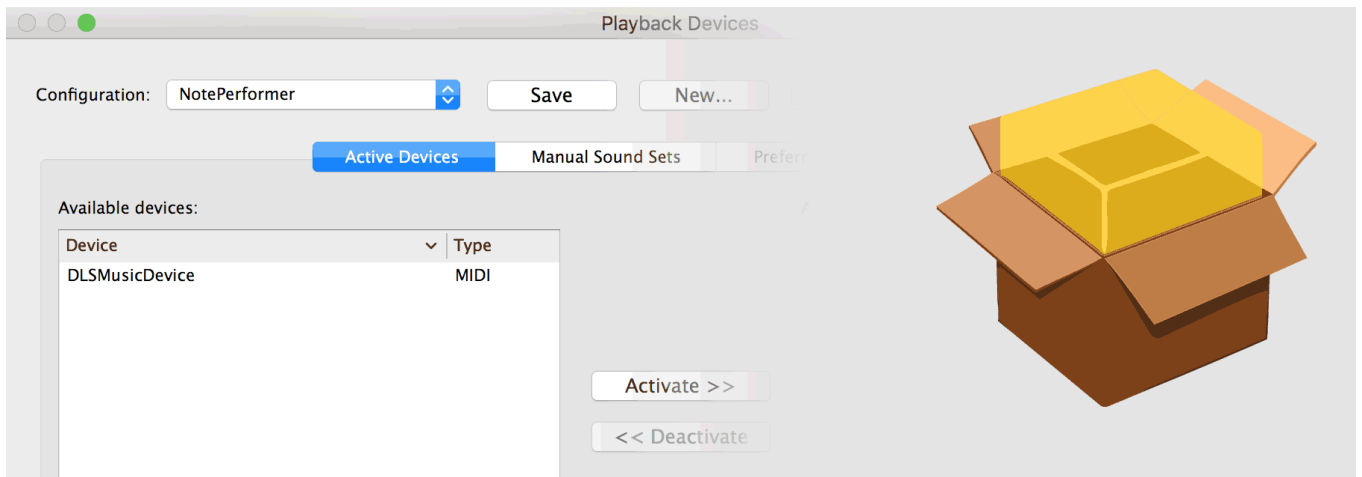


# SIBELIUS



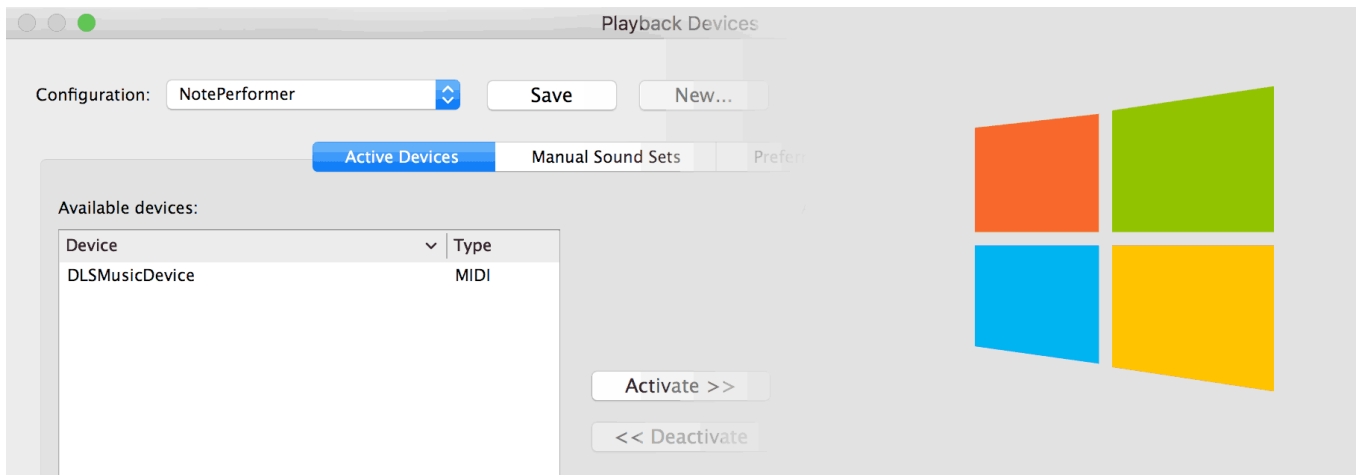
- **Videos may be out of sync** in Sibelius due to NotePerformer's one-second latency.
- **This is easily corrected for** by opening the *Timecode and Duration* dialog, and starting the video one second into the score.
- **Alternatively**, you can start the video from a negative offset. By setting the video to start from minus one-seconds into the video.
- **Unexplainable playback errors in Sibelius** are often caused by the '*Playback single appoggiaturas at the attached note position*' setting.
- You access this setting from the *Performance* dialog.
- If a score behaves strangely in playback **we recommend *unchecking this setting*** as a first resort.

# SIBELIUS



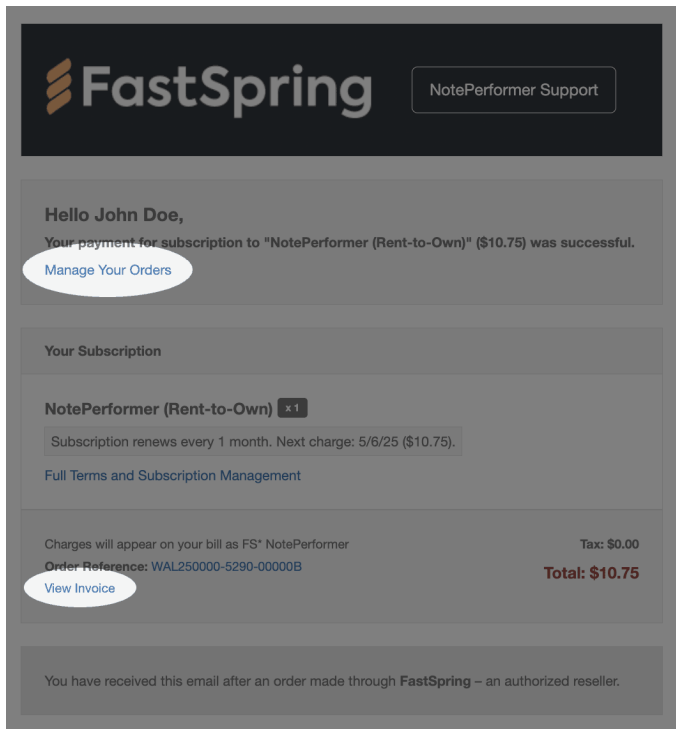
- If you have a Mac and **NotePerformer is missing from your available devices**, we suggest resetting your *Sibelius Audio Engine*. Here's how to do that:
- Close *Sibelius*, open *Finder*, and press SHIFT+CMD+G (Go to folder).
- Paste exactly the following path, and press enter:  
*~/Library/Application Support/Avid*
- *Finder* will open a folder. Navigate from there into the folder named 'Sibelius' (if you have an older version of Sibelius, it may be named e.g. 'Sibelius 7').
- Navigate from there into 'PlogueEngine'
- You're now in a folder with a number of *.cache* files. Please delete those files.
- The operation will completely reset the audio engine in Sibelius, and prompt a rescan of all plugins and the audio interface the next time you start Sibelius.

# SIBELIUS

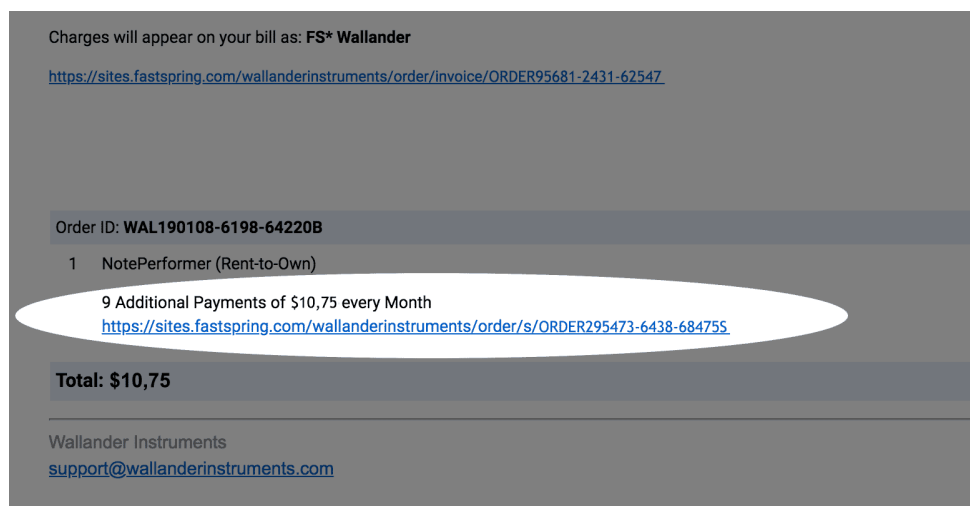


- If you have a PC and **NotePerformer is missing from your available devices**, we suggest resetting your *Sibelius Audio Engine*. Here's how to do that:
- Close *Sibelius*, and press WINDOWS+R (Run).
- Paste exactly the following shortcut, and press enter:  
`%appdata%\Avid`
- *File Explorer* will open a folder. Navigate from there into the folder named 'Sibelius' (if you have an older version of Sibelius, it may be named e.g. 'Sibelius 7').
- Navigate from there into 'PlogueEngine'
- You're now in a folder with a number of `.cache` files. Please delete those files.
- The operation will completely reset the audio engine in Sibelius, and prompt a rescan of all plugins and the audio interface the next time you start Sibelius.

# SIBELIUS

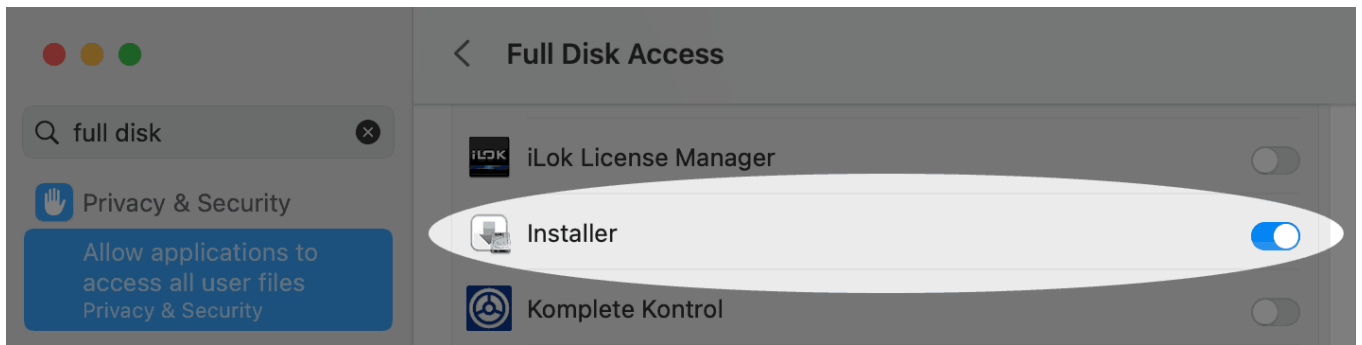


- With a Rent-to-Own subscription, you receive a subscription-related email each month.
- The email includes a link to **manage your orders**, where you can update payment details or cancel your subscription.
- There is also a link to access **your invoice**. To download a **.pdf**, click the icon in the upper-right corner of the invoice.



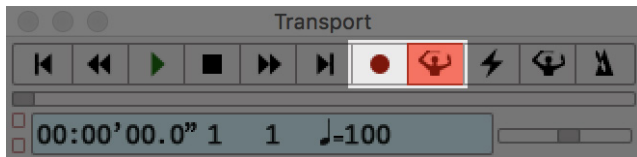
- Older Rent-to-Own subscription emails look different.
- There is a link to **manage your subscription** beneath "X Additional Payments of \$10.75 every Month".

# SIBELIUS



- **If installation on macOS fails unexpectedly**, Apple's *Installer* application may have insufficient disk privileges.
- **Installing from a Dropbox folder** is a potential cause.
- Granting *Full Disk Access* privileges in *System Settings* resolves it.

# KNOWN ISSUES IN SIBELIUS



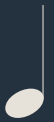
- Prior to Sibelius 2019.4, you **cannot do Live Recording** with NotePerformer as your playback device, due to latency compensation issues.
- The workaround is to **temporarily switch to General MIDI playback** when you wish to do live recording.



- You **cannot use Rewire** with NotePerformer in Sibelius, due to latency compensation/timing issues.

# ARTICULATIONS IN SIBELIUS

PLAIN NOTE



DYNAMICS



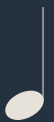
CRESCENDO



DIMINUENDO



STACCATO



STACCATISSIMO



MEZZO-STACCATO



TREMOLO



ACCENT



MARCATO



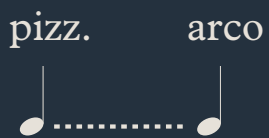
TENUTO



LEGATO



PIZZICATO



TRILL



GLISSANDO



ARPEGGIO

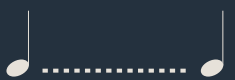




# ARTICULATIONS IN SIBELIUS

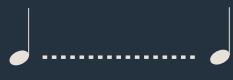
## COL LEGNO

col legno ord.



## SNAP PIZZ. (ALT. 1)

snap pizz. arco



## SNAP PIZZ. (ALT. 2)



## HARMONICS (WRITTEN PITCH)

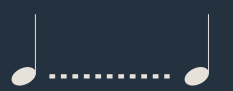


## ARTIFICIAL HARMONICS



## MUTE (ALT. 1)

mute open



## MUTE (ALT. 2)

con sordino  
senza sordino



## STOPPED HORN



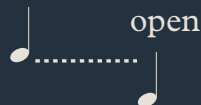
## BUCKET MUTE

bucket mute  
open



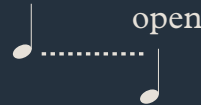
## CUP MUTE

cup mute  
open



## PLUNGER MUTE

plunger mute  
open



## HARMON MUTE

harmon mute  
open



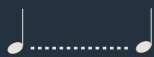
## LET RING (ALT. 1)

let ring non-L.V.



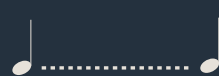
## LET RING (ALT. 2)

L.V. non-L.V.



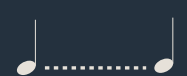
## NO VIBRATO

non vib. ord.



## VIBRATO

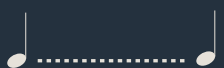
vib. ord.



# ARTICULATIONS IN SIBELIUS

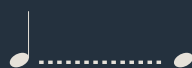
## MOLTO VIBRATO

molto vib. ord.



## SLAP BASS

slap ord.



## INTERPRETATION VARIES

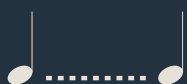


## INTERPRETATION VARIES



## FLUTTER-TONGUE (ALT. 1)

flz. ord.



## FLUTTER-TONGUE (ALT. 2)



## PLOP



## DOIT



## SCOOP



## FALL



## a2, zu 3, ...

USE OUR PLUG-IN  
FOR SIBELIUS

Home > Plug-Ins > ...

## VIBRATO DEPTH (OVERRIDE)

USE OUR PLUG-IN  
FOR SIBELIUS

Home > Plug-Ins > ...

## VIBRATO SPEED (OVERRIDE)

USE OUR PLUG-IN  
FOR SIBELIUS

Home > Plug-Ins > ...

## A4 TUNING (HERTZ)

USE OUR PLUG-IN  
FOR SIBELIUS

Home > Plug-Ins > ...

## SECONDARY EXPRESSION

Range: X=1...64...127  
(shift -2 ... +2 dynamic levels)

~C110,X ..... ~C110,0

## ORGAN REGISTRATION

USE OUR PLUG-IN  
FOR SIBELIUS

Home > Plug-Ins > ...

# ARTICULATIONS IN SIBELIUS

## PORTAMENTO

Use portamento  
for legato

-C111,1 ... -C111,0

## BOWED PITCHED PERCUSSION

USE THE MIXER IN  
SIBELIUS

*And manually override  
with the (bowed) sound.*

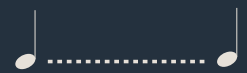
## GUITAR EFFECTS

USE OUR PLUG-IN  
FOR SIBELIUS

Home > Plug-Ins > ...

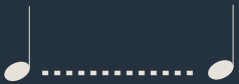
## DÉTACHÉ

détaché ord.



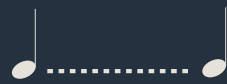
## SUL TASTO

sul tasto ord.



## SUL PONTICELLO

sul pont. ord.



## DETUNE (CENTS)

Range: X=1...64...127  
(-63 cents ... 0 ... +63 cents)

-C102,X ... -C102,0

## QUARTER TONES

USE OUR PLUG-IN  
FOR SIBELIUS

Home > Plug-Ins > ...

## HUMANIZATION AMOUNT

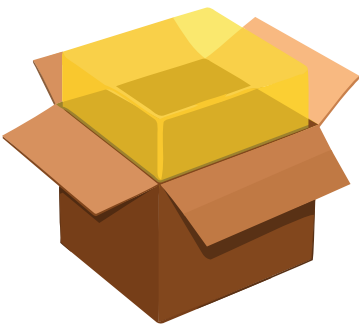
USE OUR PLUG-IN  
FOR SIBELIUS

Home > Plug-Ins > ...

**GUIDE FOR**

 **DORICO**

## MAC INSTALLATION



- If you've purchased NotePerformer, please download the **full version installer** using your personal download links.
- **Run the installer** and proceed through all steps. The full version overwrites the trial version.
- NotePerformer **may be uninstalled** by running:  

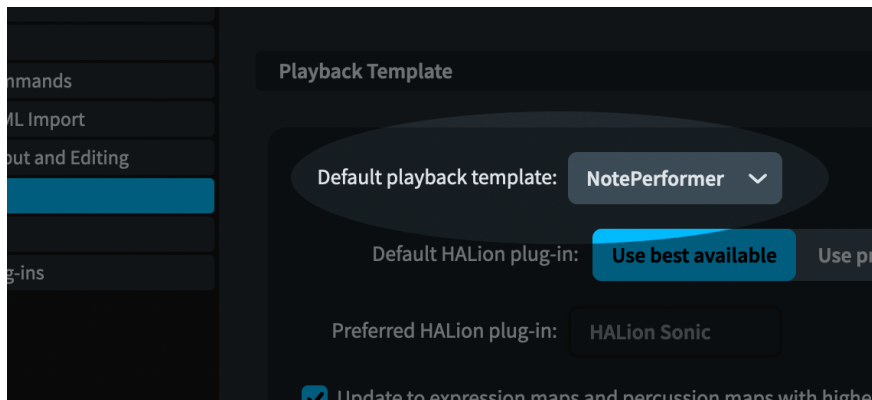
```
/Library/Application Support/NotePerformer/  
Uninstall NotePerformer.command
```
- **Our installer overwrites** previously installed NotePerformer versions.

## PC INSTALLATION



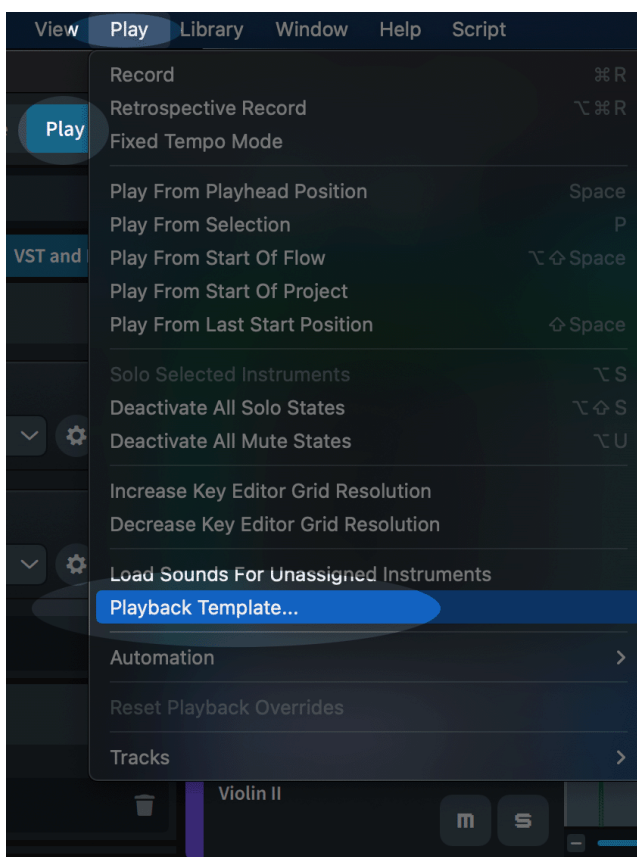
- If you've purchased NotePerformer, please download the **full version installer** using your personal download links.
- **Run the installer** and proceed through all steps. The full version overwrites the trial version.
- NotePerformer **may be uninstalled** from "Add/Remove Programs".
- **Our installer overwrites** previously installed NotePerformer versions.

# DORICO



- We recommend making *NotePerformer* your **default playback template** from Dorico's *Preferences*.

# DORICO



- With **existing scores** you switch to the *NotePerformer* Playback Template from:

*Play > Playback Template...*

- Instruments and Expression Maps are **automatically assigned** from our Playback Template.
- Playback Templates was introduced with **Dorico 2**.

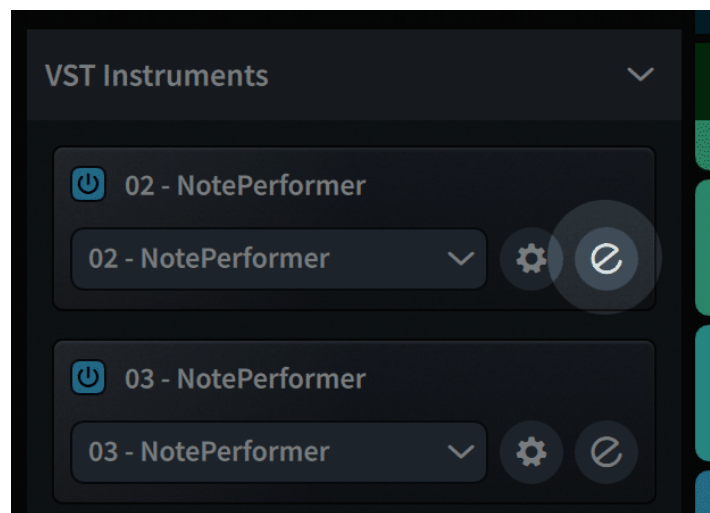


# DORICO



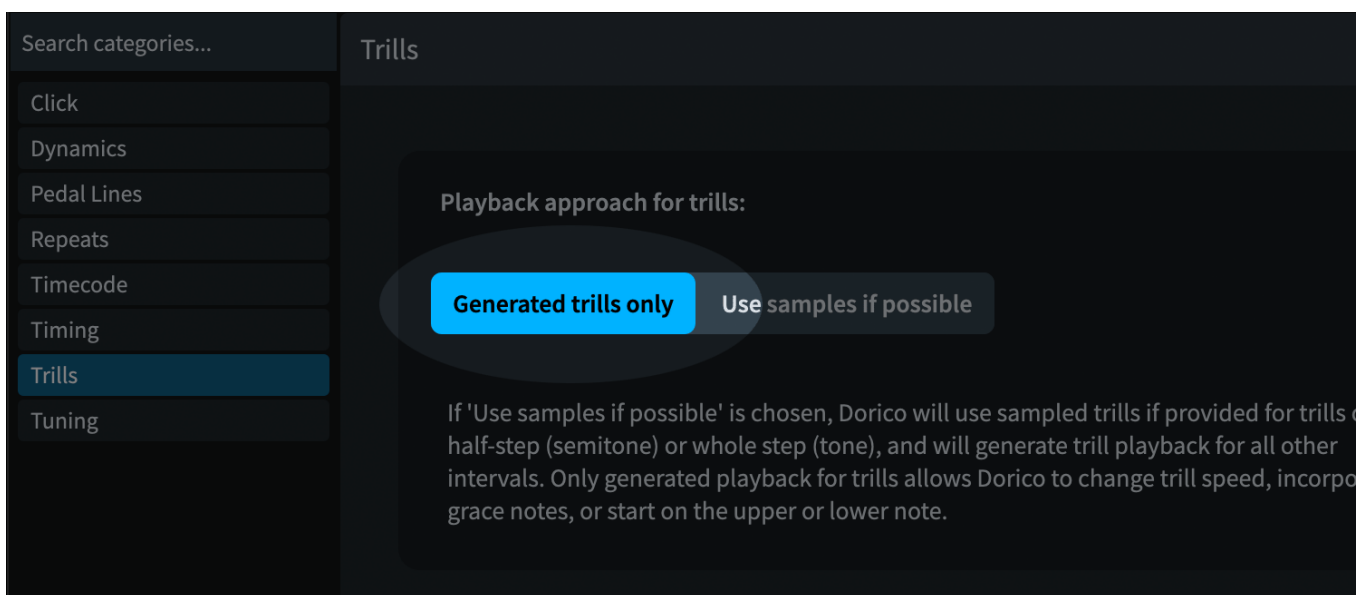
- Opening the NotePerformer interface from Dorico **reveals our own high-resolution mixer**.
- If you **delete staves from the score**, you can remove the lingering slot by clicking the instrument name and selecting *Special > (delete slot)*.
- **Solo/mute, volume and reverb** work globally across all NotePerformer instances.
- Channels are **automatically grouped and color coded** according to instrument family.
- **Double-clicking restores the default value** for a parameter.
- Instruments have different pan defaults, reflecting **orchestral seating**.

# DORICO



- Re-open NotePerformer's *mixer* by **clicking the 'e' button** next to the bank, in *Play* mode.
- 'e' stands for '*edit instrument*'.

# DORICO



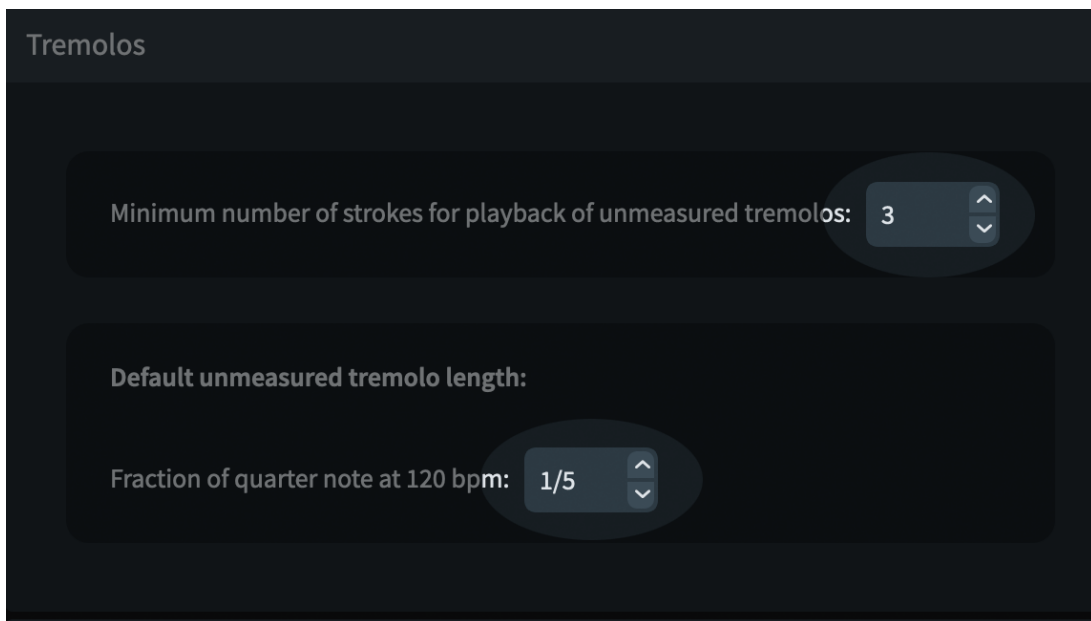
- Trills in Dorico **may not be performed legato** by default.
- The problem is resolved by going to *Library > Playback Options > Trills* and selecting **“Generated trills only”** for the “Playback approach for trills” setting.

# DORICO



- Clicking an instrument's name in the mixer allows you to **override the sound for that MIDI channel**.
- This provides **access to sounds that are not mapped** by your notation software.
- Or simply for using a **different choice of sound** for a staff.
- Or for accessing **additional drum kits** such as rock, brushes or electronic drums.

# DORICO



- You may want to increase the **unmeasured tremolo speed** in Dorico, from the Playback Options dialog.
- **We recommend a setting of 1/8**, which is slightly faster than the default setting of 1/5.
- A slower tremolo speed may produce a *measured* tremolo rather than an unmeasured tremolo, with NotePerformer.

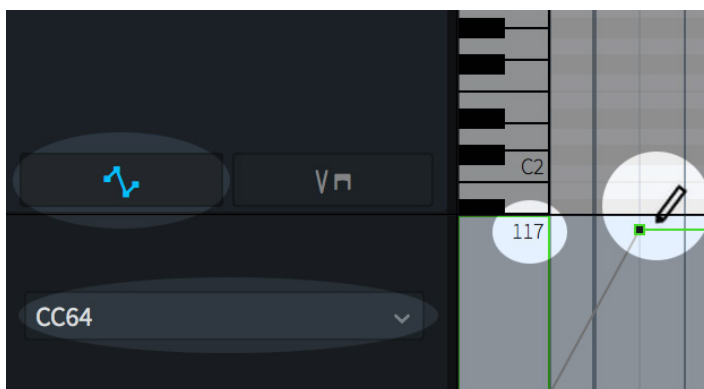
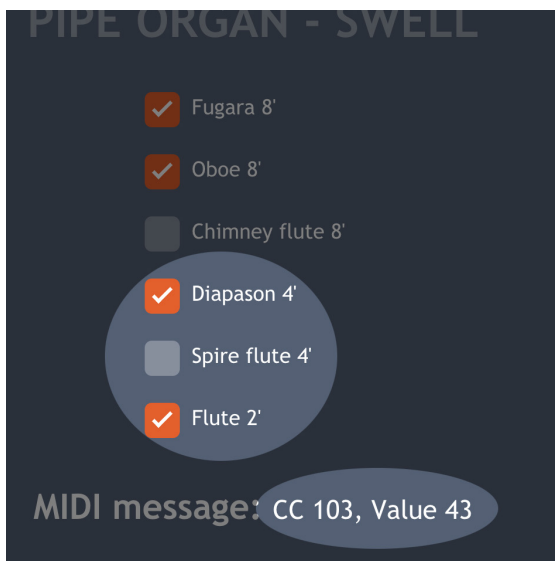
# DORICO

- NotePerformer supports **custom organ registration** by inserting a MIDI CC message into the score.

- Please **use our online calculator** to determine the MIDI CC message. You can find it here:

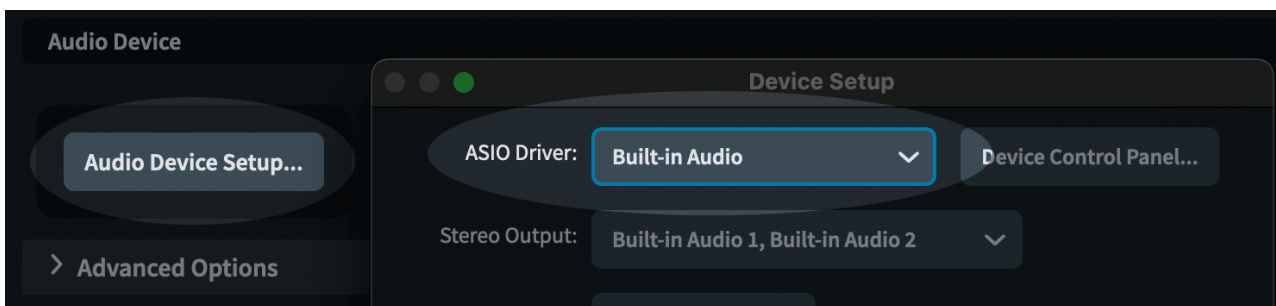
[noteperformer.com/stops](https://noteperformer.com/stops)

- In Dorico, **you manually enter MIDI controller values in *Play* mode** by expanding the *Automation* lane for a track.
- Please select the appropriate controller, e.g. “CC103”, and **draw the value into the lane** using the pencil tool.
- **For more information** on how to use MIDI controllers in Dorico, please consult the **Dorico Operation Manual**.



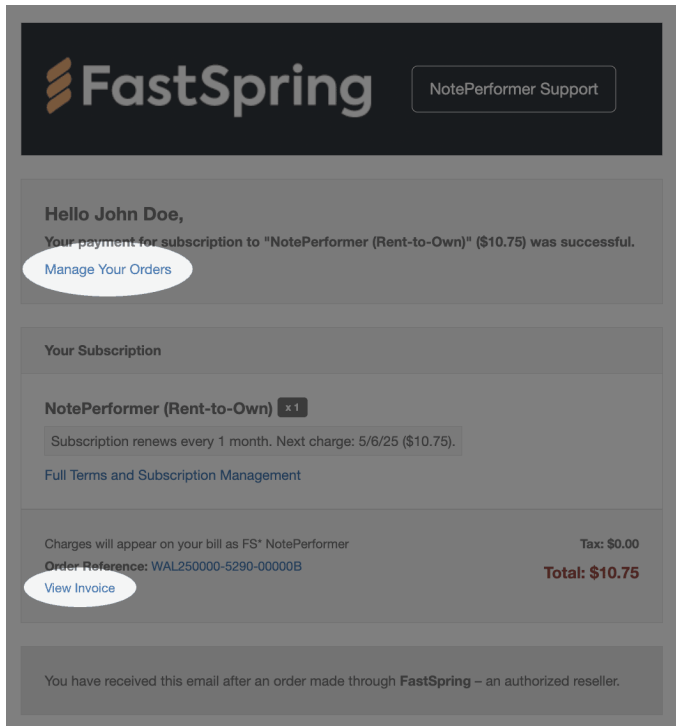
- For reference, you may add **custom MIDI CC events** in Dorico, from *Play* mode.
- This is done via the *automation lane* for each staff.

# DORICO

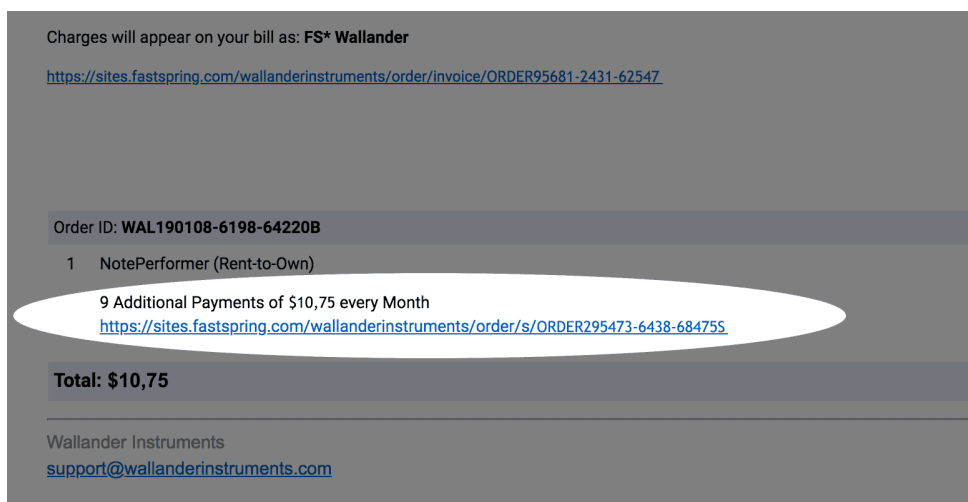


- In the case that **playback and sound assignment isn't working at all**, Dorico's sound driver may have stalled.
- Please review your *Audio Device Setup*, in Dorico's *Preferences*.
- Try temporarily switching to another *ASIO driver*, and back, to **reset the sound driver** in Dorico.
- Or alternatively, you may switch to a different *Sample Rate*, and back.

# DORICO



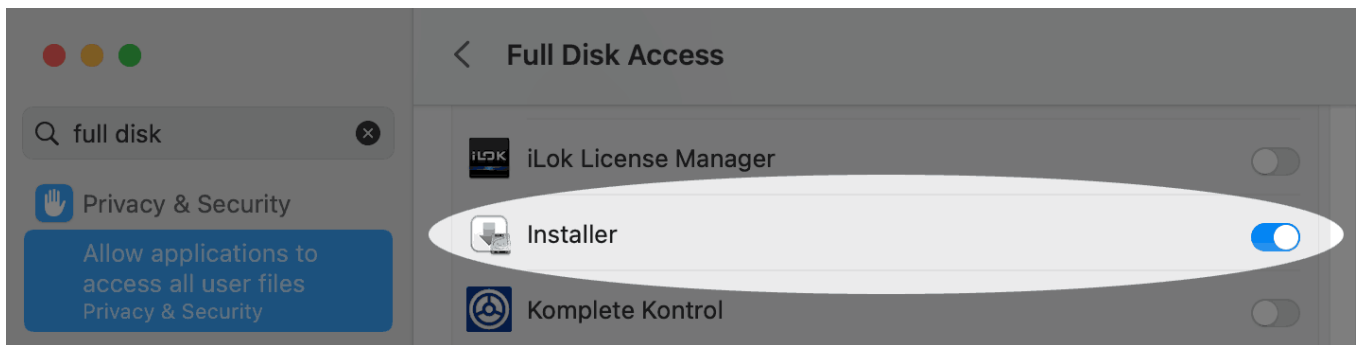
- **With a Rent-to-Own subscription,** you receive a subscription-related email each month.
- **The email includes a link to manage your orders,** where you can update payment details or cancel your subscription.
- **There is also a link to access your invoice.** To download a **.pdf**, click the icon in the upper-right corner of the invoice.



- **Older Rent-to-Own subscription emails look different.**
- **There is a link to manage your subscription** beneath “*X Additional Payments of \$10.75 every Month*”.

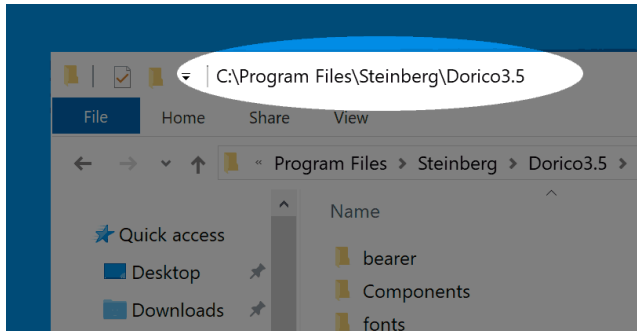


# DORICO

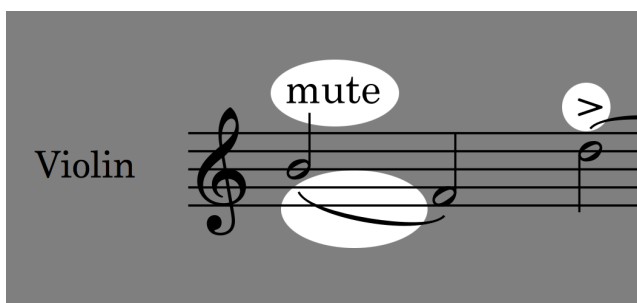


- **If installation on macOS fails unexpectedly**, Apple's *Installer* application may have insufficient disk privileges.
- **Installing from a Dropbox folder** is a potential cause.
- Granting *Full Disk Access* privileges in *System Settings* resolves it.

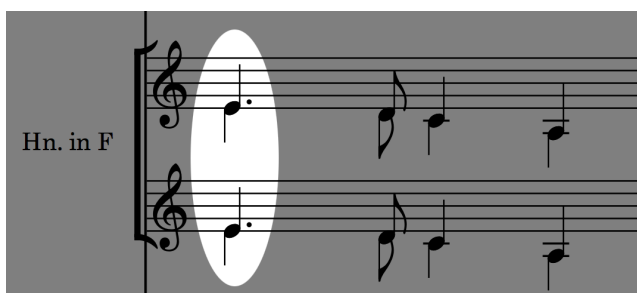
# KNOWN ISSUES IN DORICO



- **On Windows**, please install Dorico to a location having the word *Dorico* in the pathname.
- Dorico may otherwise *fail to load* NotePerformer.

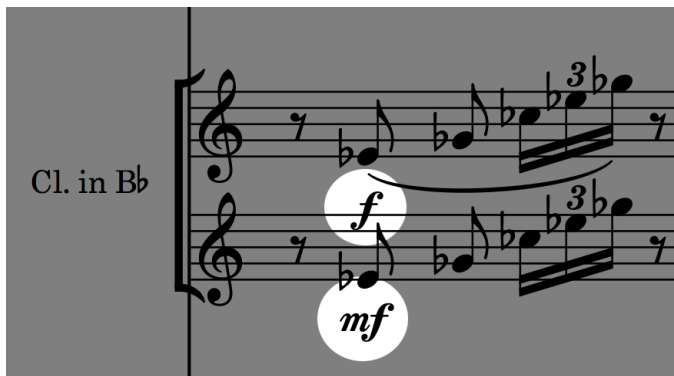


- Multiple articulations at the same time is **only possible with NotePerformer 3.2** or higher.
- Additionally, if you open a document saved with an older version of NotePerformer, you must make sure that your document's **NotePerformer expression map is at least version 12**. Please see our previous article on how to update your document's expression maps in Dorico.



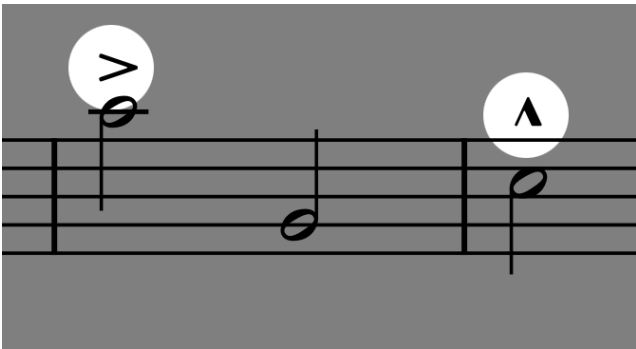
- Unison notes are **performed solo**, even when using different voices.
- This is the **expected behavior** in Dorico.
- We hope to see a workaround to this in a future version of Dorico.

# KNOWN ISSUES IN DORICO

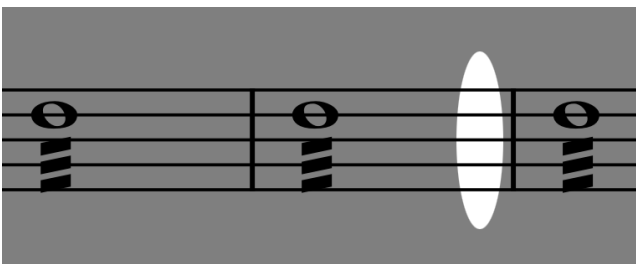


- Dorico may **collapse** grand staves to a single staff in playback.
- If a single *Layout > Solo Player* is assigned to multiple staves in Dorico, these staves **share a common MIDI channel**.
- What this means is, all articulations unavoidably **spill over to the other staves** in playback—including dynamics.
- Identically pitched notes are also **collapsed** into a single solo note.
- If you want to maintain **staff separation in playback**, the rule is to use different *Solo Players* in Dorico.

# KNOWN ISSUES IN DORICO



- Accents and marcato may be **very loud**.
- We currently don't have control over accent and marcato playback, but this is simply a dynamic change governed by Dorico from **Library ▶ Playback Options...**



- There may be **gaps of silence** between subsequent slanted notes.
- This is a known bug/behavior. Instead of **shortening the individual notes** in the tremolo by 85% (default note shortening) Dorico performs a tremolo only for 85% of the note's written length.

# ARTICULATIONS IN DORICO

PLAIN NOTE



DYNAMICS



CRESCENDO



DIMINUENDO



STACCATO



STACCATISSIMO



MEZZO-STACCATO



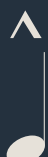
TREMOLO



ACCENT



MARCATO



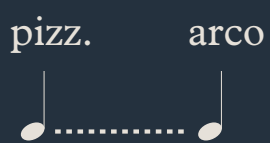
TENUTO



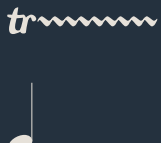
LEGATO



PIZZICATO



TRILL



GLISSANDO (CHROMATIC)



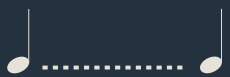
ARPEGGIO



# ARTICULATIONS IN DORICO

## COL LEGNO

col legno arco



## SNAP PIZZICATO



## FLUTTER-TONGUE

flz. ord.



## HARMONICS (WRITTEN PITCH)

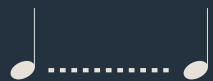


## ARTIFICIAL HARMONICS

**NO MAPPING**  
available in Dorico

## MUTE (ALT. 1)

mute open



## MUTE (ALT. 2)

con sordino  
senza sordino



## BUCKET MUTE

bucket mute  
open



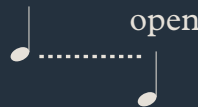
## CUP MUTE

cup mute  
open



## PLUNGER MUTE

plunger mute  
open



## HARMON MUTE

harmon mute  
open

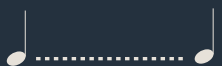


## LET RING

*Pedal line*  
or  
*l.v. line*

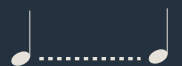
## NO VIBRATO

non vib. ord.



## VIBRATO

vib. ord.



## MOLTO VIBRATO

**NO MAPPING**  
available in Dorico

*MIDI trigger:*  
CC20=18 ..... CC20=0

## SLAP BASS

**NO MAPPING**  
available in Dorico

*MIDI trigger:*  
CC18=13 ..... CC18=0

# ARTICULATIONS IN DORICO

## FALL

**NO MAPPING**  
available in Dorico

*MIDI trigger:*  
CC15=80 ..... CC15=0

## PLOP

**NO MAPPING**  
available in Dorico

*MIDI trigger:*  
CC15=83 ..... CC15=0

## DOIT

**NO MAPPING**  
available in Dorico

*MIDI trigger:*  
CC15=82 ..... CC15=0

## SCOOP

**NO MAPPING**  
available in Dorico

*MIDI trigger:*  
CC15=81 ..... CC15=0

## VIBRATO DEPTH (OVERRIDE)

Range: X=1...64...127  
(scale by 0% ... 100% ... 200%)

CC105=X ..... CC105=0

## VIBRATO SPEED (OVERRIDE)

Range: X=1...64...127  
(scale by 0% ... 100% ... 200%)

CC106=X ..... CC106=0

## A4 TUNING (HERTZ)

Range: X=1...64...127  
(377 Hz ... 440 Hz ... 503 Hz)

CC109=X ..... CC109=0

## SECONDARY EXPRESSION

Range: X=1...64...127  
(shift -2 ... +2 dynamic levels)

CC110=X ..... CC110=0

## PORTAMENTO

Use portamento  
for legato

*MIDI trigger:*  
CC111=1 ..... CC111=0

## ORGAN REGISTRATION

**USE OUR SCRIPT**

[noteperformer.com/stops](http://noteperformer.com/stops)

## BOWED PITCHED PERCUSSION

**OVERRIDE FROM  
OUR MIXER, OR**

*MIDI trigger:*  
CC18=30 ..... CC18=0

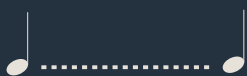
## GUITAR EFFECTS

**USE OUR SCRIPT**

[noteperformer.com/stops](http://noteperformer.com/stops)

## DÉTACHÉ

détaché      ord.



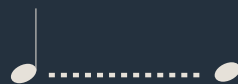
## a2, zu 3, ...

Range: X=2...8  
(number of players)

CC104=X ..... CC104=0

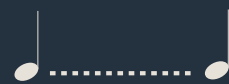
## SUL TASTO

sul tast.      ord.



## SUL PONTICELLO

sul pont.      ord.



# ARTICULATIONS IN DORICO

## DETUNE (CENTS)

Range:  $X=1...64...127$   
(-63 cents ... 0 ... +63 cents)

CC102= $X$  ... CC102=0

## HUMANIZATION AMOUNT

Range:  $X=0...64...127$   
(scale by 100% ... 50% ... 0%)

CC112= $X$  ... CC112=0



# GUIDE FOR



finale™

# FINALE

## MAC INSTALLATION

- If you've purchased NotePerformer, please download the **full version installer** using your personal download links.
- **Run the installer** and proceed through all steps. The full version overwrites the trial version.
- Open a score in Finale, and go to:

### **MIDI/Audio > Sound Map Priority**

and move *NotePerformer* to the top. This makes NotePerformer your **default choice of sounds** in Finale, when running "Reassign Playback Sounds".

- Set playback to be through *Audio Units plug-ins*:

*MIDI/Audio > Play Finale Through Audio Units*

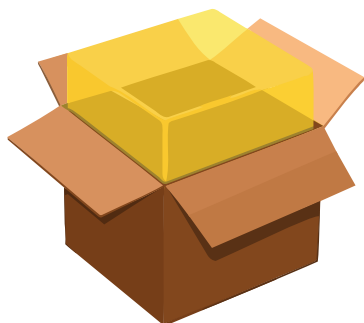
- For **existing scores** which are already assigned to other sounds, please run:

*MIDI/Audio > Reassign Playback Sounds*

- NotePerformer **may be uninstalled** by running:

*/Library/Application Support/NotePerformer/  
Uninstall NotePerformer.command*

- **Our installer overwrites** previously installed NotePerformer versions.



# FINALE

## PC INSTALLATION

- If you've purchased NotePerformer, please download the **full version installer** using your personal download links.
- **Run the installer** and proceed through all steps. The full version overwrites the trial version.
- Open a score in Finale, and go to:

### **MIDI/Audio** ▸ **Sound Map Priority**

and move *NotePerformer* to the top. This makes NotePerformer your **default choice of sounds** in Finale, when running "Reassign Playback Sounds".

- Set playback to be through *VST plug-ins*:

*MIDI/Audio > Play Finale Through VST*

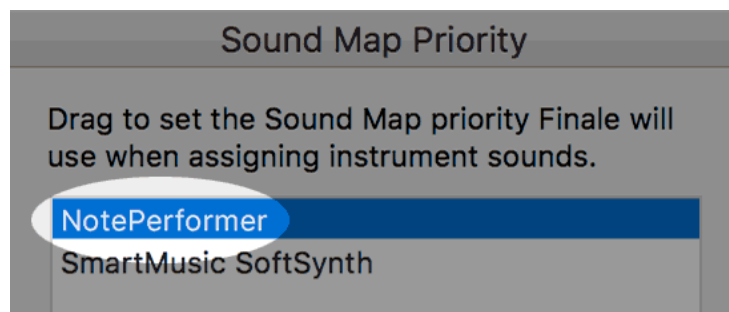
- For **existing scores** which are already assigned to other sounds, please run:

*MIDI/Audio > Reassign Playback Sounds*

- NotePerformer **may be uninstalled** from "Add/Remove Programs".
- **Our installer overwrites** previously installed NotePerformer versions.

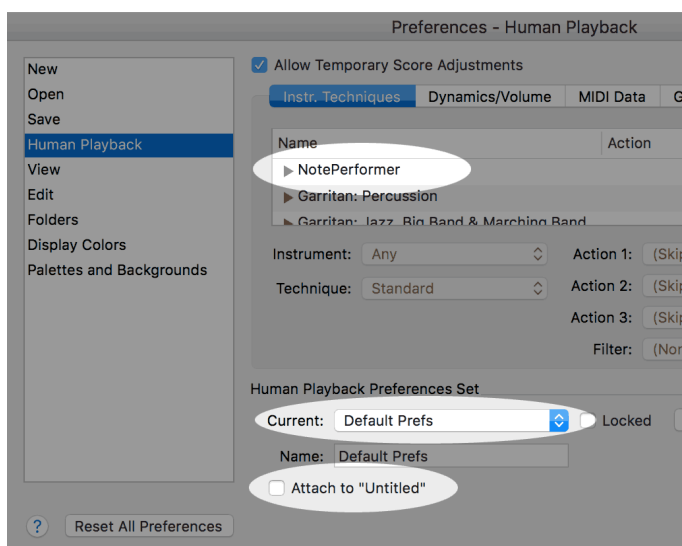


# FINALE



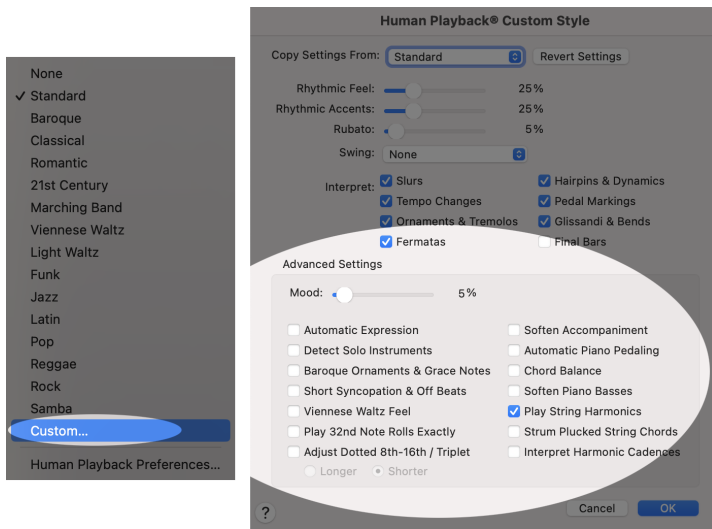
- Open **MIDI/Audio > Sound Map Priority** and move *NotePerformer* to the top.
- This makes makes NotePerformer your **default choice of sounds** in Finale, when creating a score or when running “Reassign Playback Sounds”.
- **If our sound map is *missing***, please run the NotePerformer installer again.
- **This is usually necessary** when you install a new version of Finale.

# FINALE

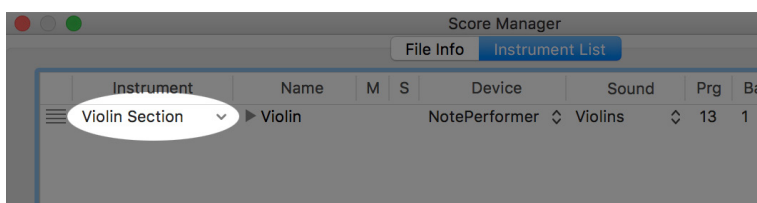


- You must use *Default Prefs* as your Human Playback Configuration.
- This is the default setting in Finale.
- We extend your *Default Prefs* configuration with NotePerformer's custom Human Playback Preferences.
- Location in Finale for this setting is:  
*MIDI/Audio > Human Playback > Human Playback Preferences...*
- Make sure *Attach to "..."* is NOT selected.

# FINALE



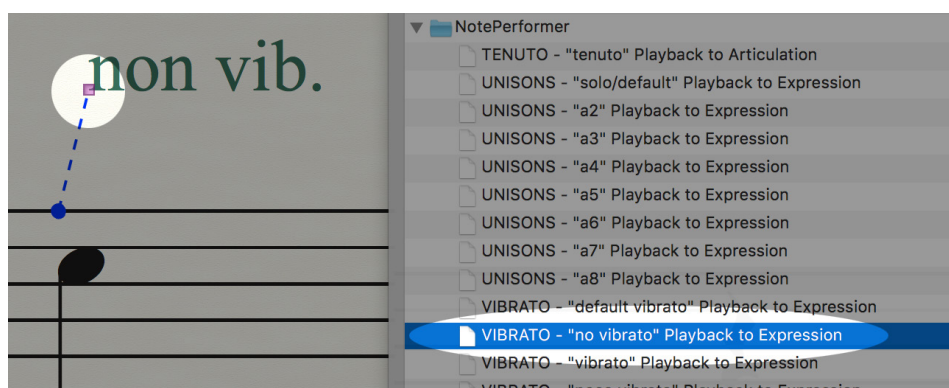
- We recommend the *Custom...* Human Playback Style and deselecting everything under Advanced.
- The “Advanced” options produce inconsistencies and unwanted note accents.
- Human Playback interprets the musical symbols in your score and converts them into MIDI signals for your playback device.
- Always use a Human Playback Style. The “None” style turns off dynamics and articulations. Please don’t use it.



- To get the correct sound for a staff you simply **select the appropriate instrument** from the *Score Manager*.
- After making changes from the *Score Manager*, you must also run:

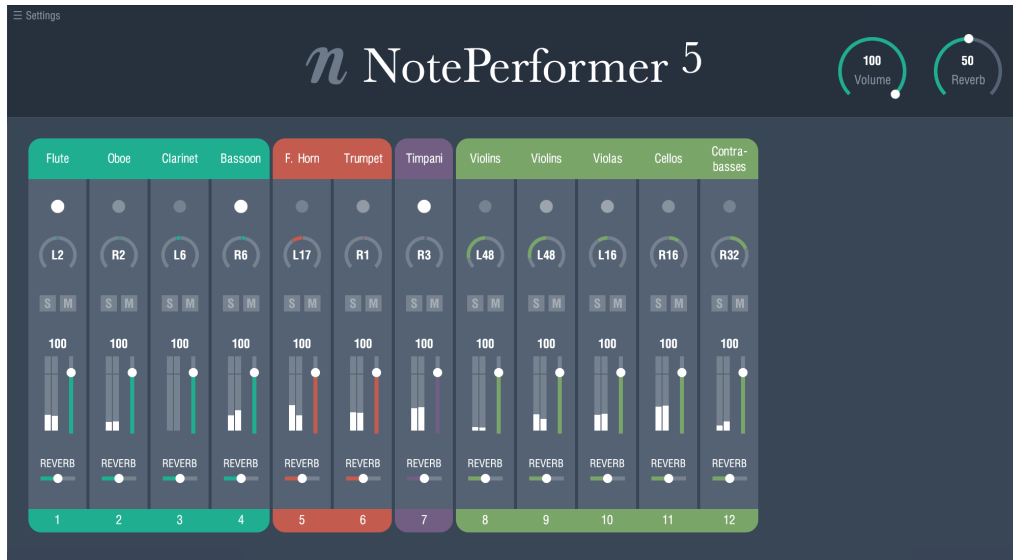
*MIDI/Audio > Reassign Playback Sounds*

# FINALE



- Using our supplied FinaleScripts we add support for a few techniques **such as a2, a3 and non vib** which are not described by Human Playback. These can be assigned manually to an expression whenever you wish to use them.
- For each technique, there's also one that **cancels that technique** (for example, "a2" is cancelled by an expression to which you've assigned the "UNISONS - solo/default" FinaleScript).
- To assign playback for an expression, **select the handle** and run the appropriate FinaleScript.
- We also include a FinaleScript for assigning tenuto to its articulation, if you wish to use tenuto, because **tenuto isn't otherwise detectable** in Finale. We've assigned tenuto to the lowest possible note velocity, which is 1.

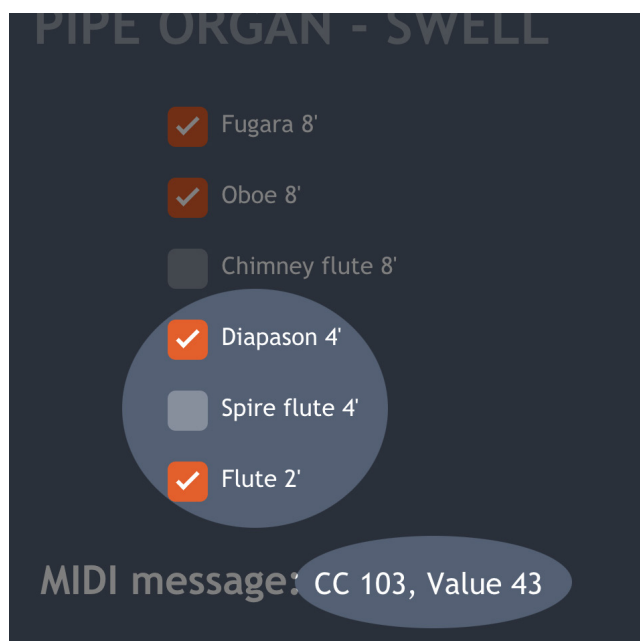
# FINALE



- Opening the NotePerformer interface from Finale **reveals our own high-resolution mixer**.
- In Finale, our **mixer is opened from** the dialog:  
*MIDI/Audio > VST (Mac: Audio Units) Banks & Effects...*  
By **clicking the small “pencil” icon** next to each respective NotePerformer bank.
- The mixer is initially empty, but is **populated with instruments when you initiate playback**.
- If you **delete staves from the score**, you can remove the lingering slot by clicking the instrument name and selecting *Special > (delete slot)*.
- **Solo/mute, volume and reverb** work globally across all NotePerformer instances.
- Channels are **automatically grouped and color coded** according to instrument family.
- **Double-clicking restores the default value** for a parameter.
- Instruments have different pan defaults, reflecting **orchestral seating**.



# FINALE



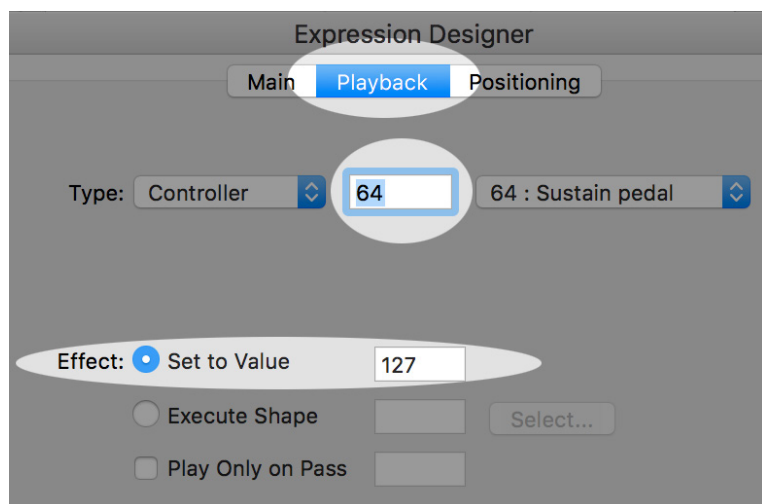
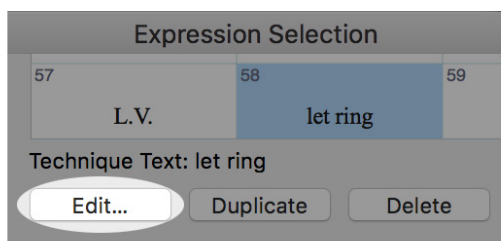
- NotePerformer supports **custom organ registration** by inserting a MIDI CC message into the score.
- Please **use our online calculator** to determine the MIDI CC message. You can find it here:  
  
**[noteperformer.com/stops](https://noteperformer.com/stops)**
- In Finale, **you may attach a MIDI message to your own expression.**
- Go to *Expression Designer > Playback.*
- Enter *Controller “103”*, and *Set to Value* according to our calculator.

# FINALE

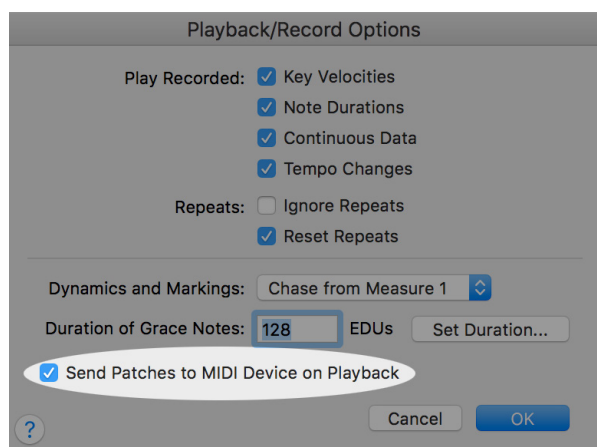


- Clicking an instrument's name in the mixer allows you to **override the sound** for that MIDI channel.
- This provides **access to sounds that are not mapped** by your notation software.
- Or simply for using a **different choice of sound** for a staff.
- Or for accessing **additional drum kits** such as rock, brushes or electronic drums.

# FINALE

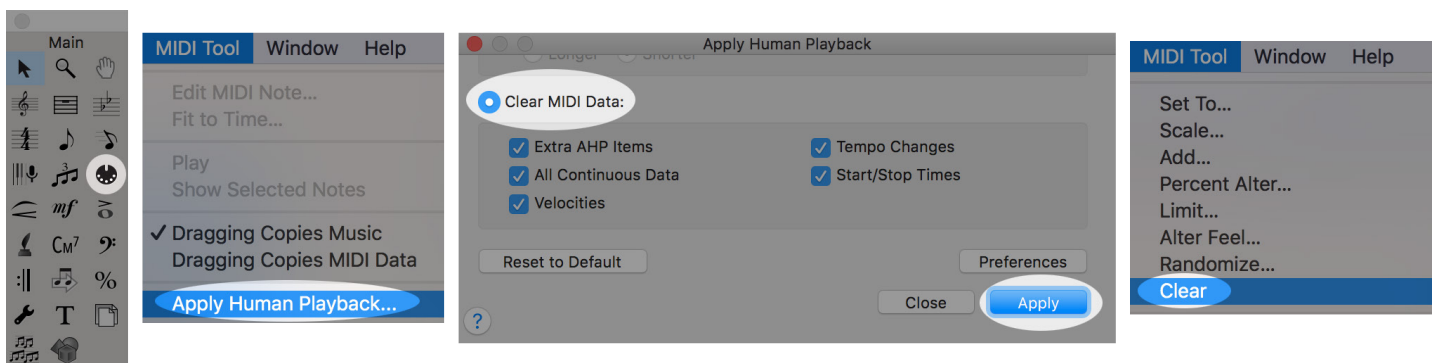


- For reference, you may add **custom MIDI CC events** to any expression in Finale.
- This is done by **editing the *Playback* settings** for that expression.



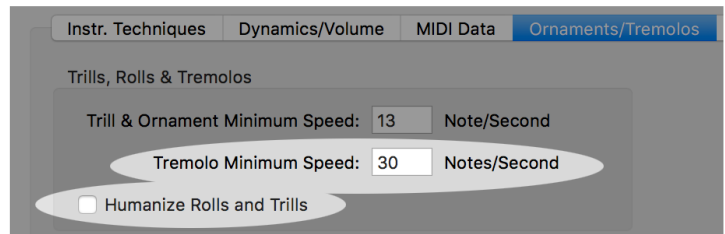
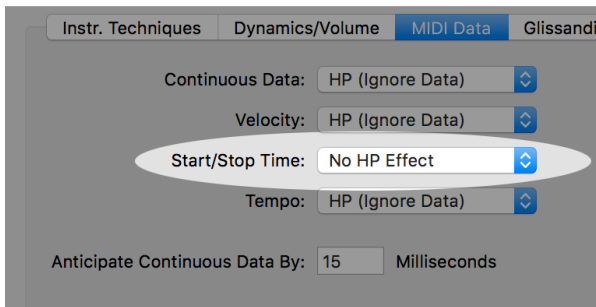
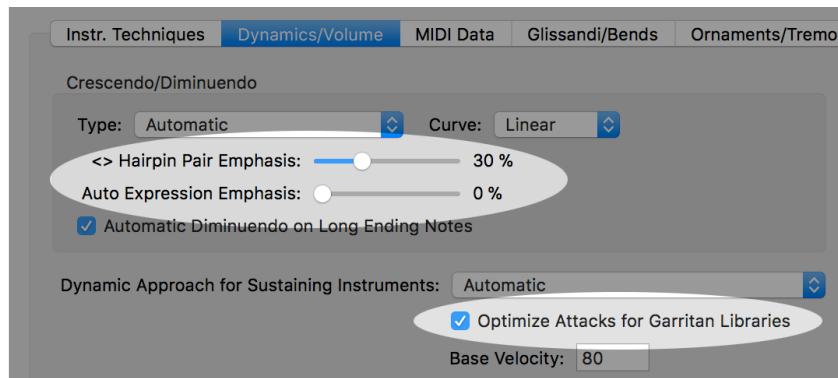
- *The Send Patches to MIDI Device on Playback* option **must always remain selected**.
- It's a per-score setting, found under *Document > Playback/Record Options...*
- **If you deactivate it...** the NotePerformer mixer is never populated, and you only hear trumpet sounds.

# FINALE



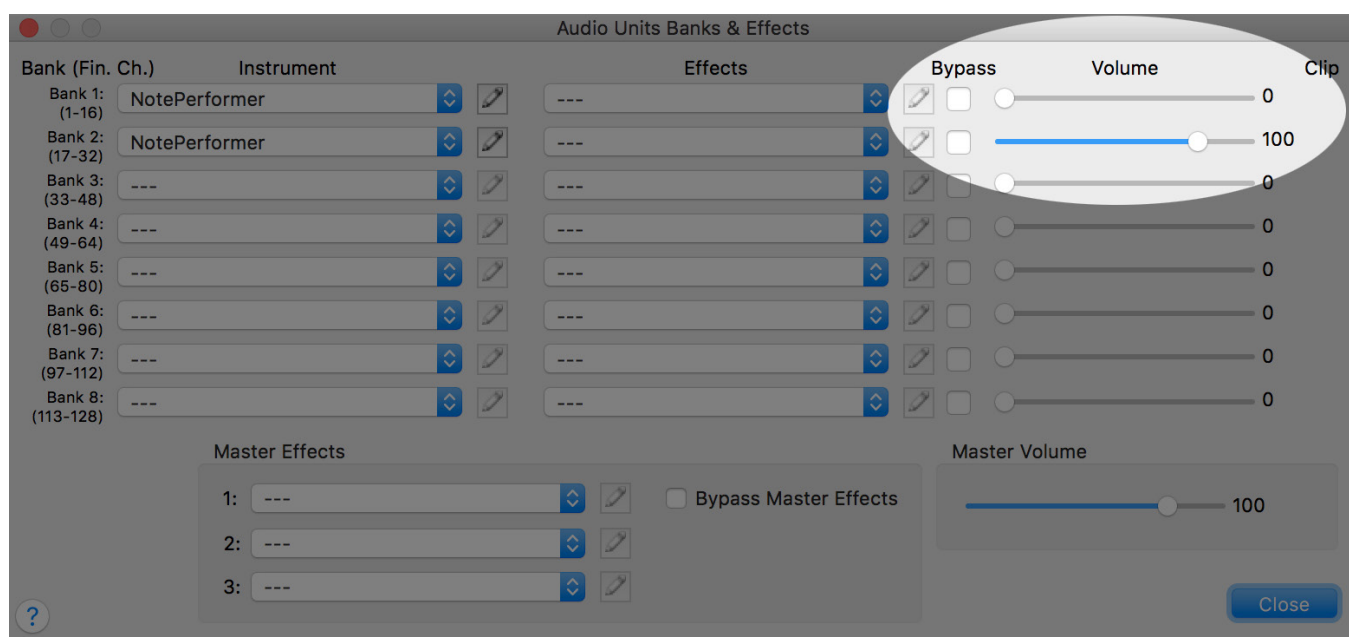
- We sometimes encounter Finale documents where **note lengths are incorrect or playback is distorted**.
- You can **try to repair a problematic score** by the following steps, *in order*:
  1. Select the entire score.
  2. Go to the *MIDI Tool*.
  3. Run *MIDI Tool > Apply Human Playback...*
  4. Choose the *Clear MIDI Data* option, click “Apply” and then Close the dialog.
  5. Run *MIDI Tool > Clear*.
  6. See if playback works. If not...
  7. Export to MusicXML and import as a new document.

# FINALE



- We do **a few tweaks** to your *Default Prefs* global playback preferences, which may be good to know about if you want to change these settings yourself.
- The **default value for *Hairpin Pair Emphasis*** is changed from 50% to 30% (for a custom setting, use any value but 50%).
- The **default value for *Auto Expression Emphasis*** is changed from 40% to 0% (for a custom setting, use any value but 40%).
- We make sure that *Optimize Attacks for Garritan Libraries* hasn't been deselected.
- *Start/Stop Time* is set to "No HP Effect" to preserve the written length of notes.
- *Tremolo Minimum Speed* is **increased from 12 to 30** to improve our unmeasured string tremolos and percussion rolls.
- *Humanize Rolls and Trills* is deselected because it introduces unevenness.

# FINALE

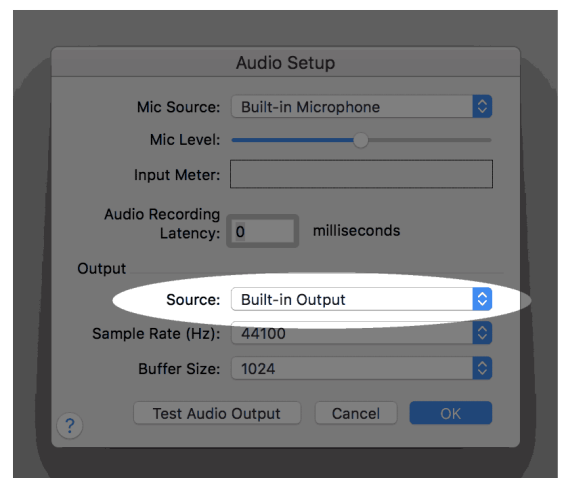
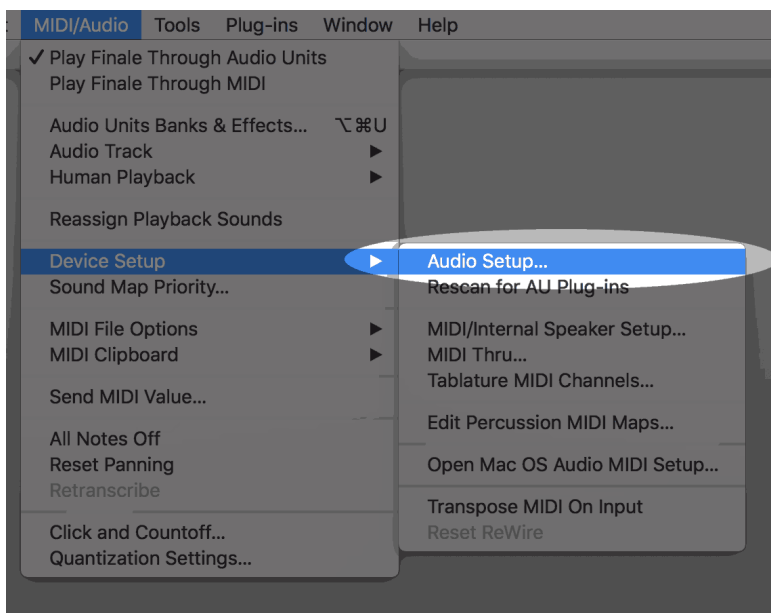


- With older Finale scores **the volume of the first bank is sometimes set to zero**, for unknown reasons.
- In which case instruments from the first bank will **not produce any sound**.
- You can fix this problem from the *Banks & Effects* dialog:

*MIDI/Audio > VST (Mac: Audio Units) Banks & Effects...*

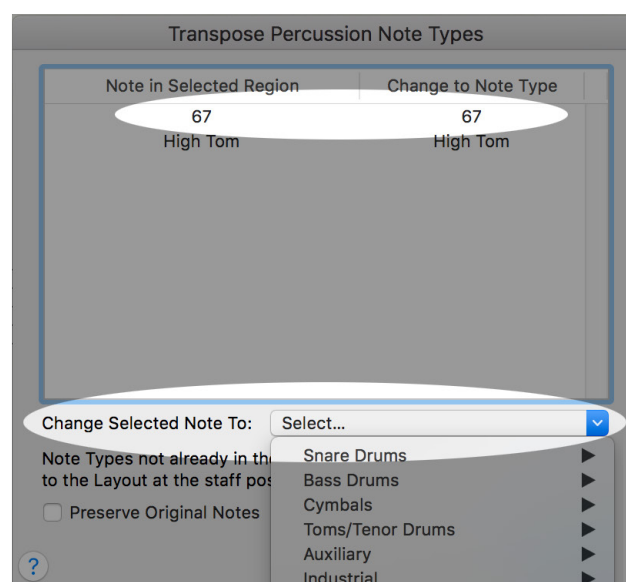
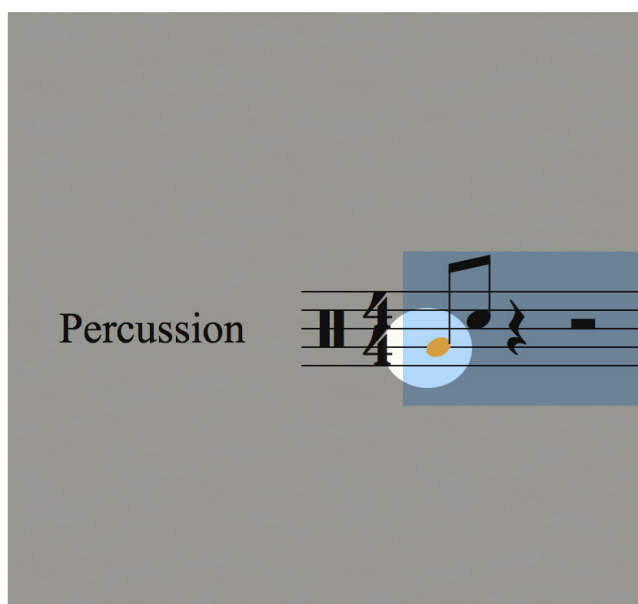
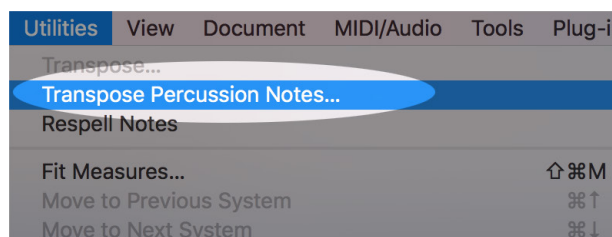
by setting the volume of all banks to *100*.

# FINALE



- If there's **no sound**, while **NotePerformer's mixer levels are moving**, you could have an undesired *Output Source* set in Finale.
- You change this setting from the *Audio Setup* dialog:  
*MIDI/Audio > Device Setup > Audio Setup*
- The *Output Source* must be set to match **your desired speaker or headphone output**.

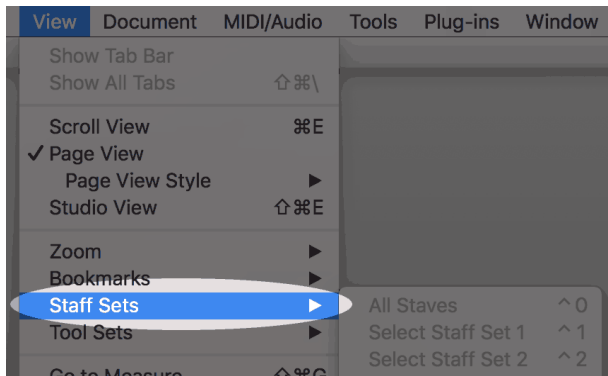
# FINALE



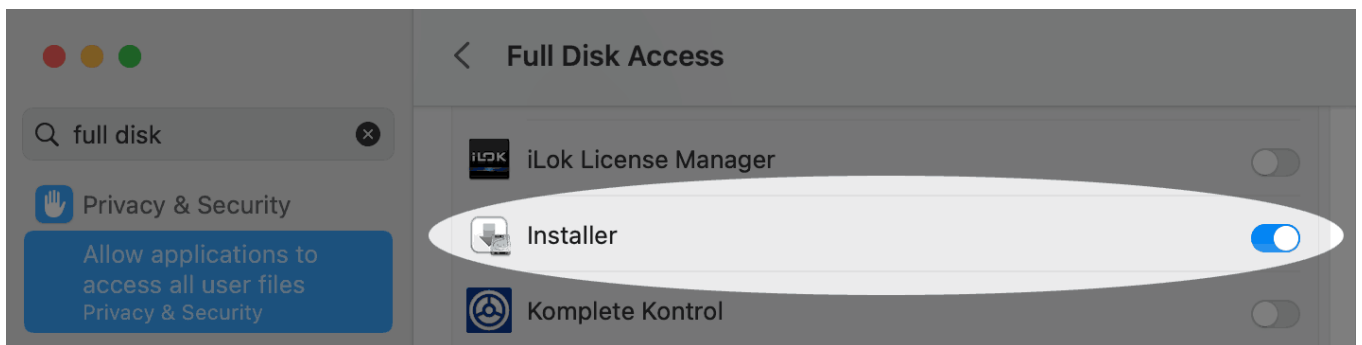
- In Finale, out-of-range percussion notes that were entered from a MIDI keyboard are **assigned by their MIDI note value rather than by their sound.**
- Older documents having this problem **may produce the wrong percussion sounds, when you switch to NotePerformer.**
- You can fix this problem by running **Utilities > Transpose Percussion Notes...** with the faulty notes selected. Use *Change Selected Note* to assign those notes to their appropriate instrument sound in Finale, rather than a MIDI note number.



# FINALE

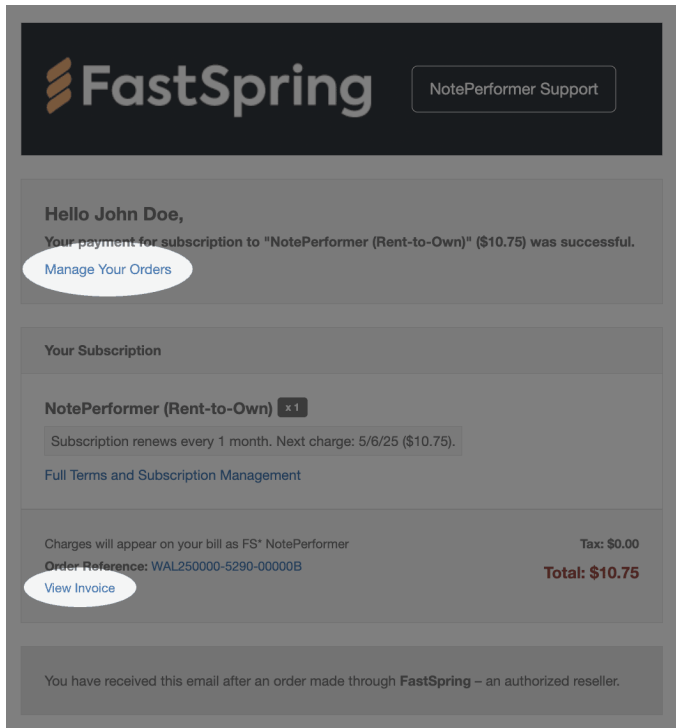


- **Staff Sets** have only limited support for *Human Playback*.
- Articulations and dynamics **won't playback within a *Staff Set***, unless the *first staff* is also included.
- When playback is of importance, we advise against using Staff Sets.

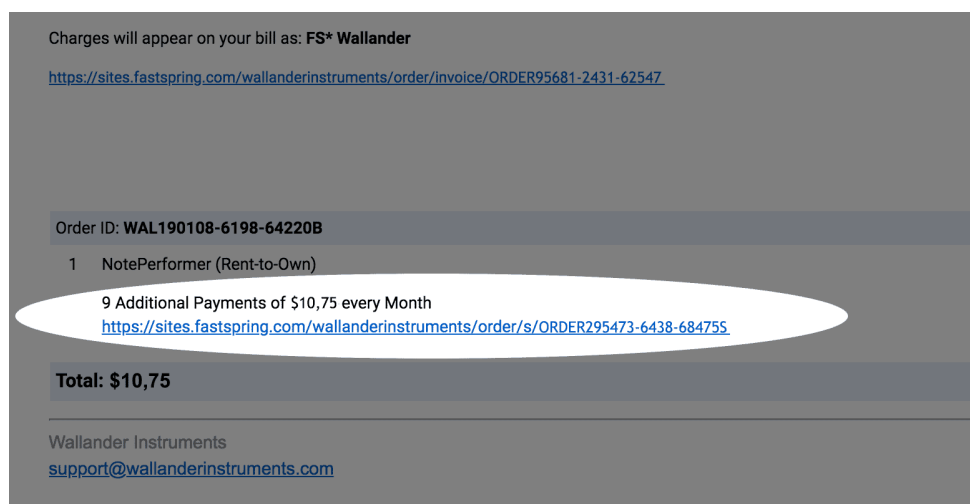


- If installation on macOS fails unexpectedly, Apple's *Installer* application may have insufficient disk privileges.
- Installing from a **Dropbox folder** is a potential cause.
- Granting *Full Disk Access* privileges in *System Settings* resolves it.

# FINALE

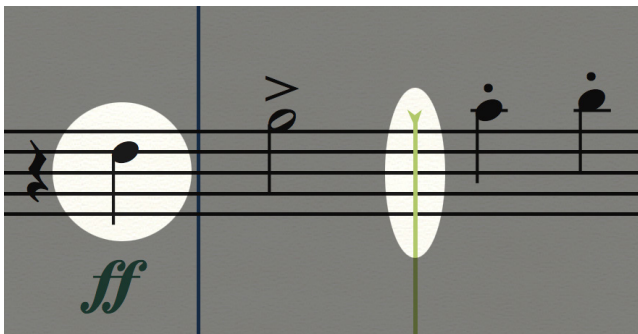


- **With a Rent-to-Own subscription,** you receive a subscription-related email each month.
- **The email includes a link to manage your orders,** where you can update payment details or cancel your subscription.
- **There is also a link to access your invoice.** To download a **.pdf**, click the icon in the upper-right corner of the invoice.



- **Older Rent-to-Own subscription emails look different.**
- **There is a link to manage your subscription** beneath “*X Additional Payments of \$10.75 every Month*”.

# KNOWN ISSUES IN FINALE

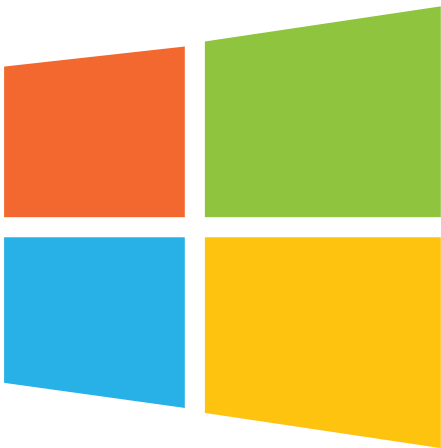


- Since Finale 26.3.1, the issue below has been resolved.
- The playback line in Finale is **way ahead of what you hear**.
- The playback line is off-beat by one second because Finale doesn't currently **latency compensate**.



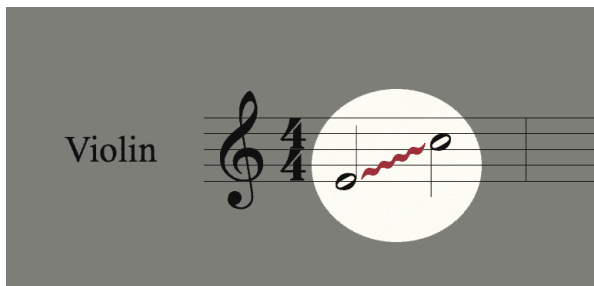
- Since Finale 26, the issue below has been resolved.
- When entering notes with your mouse or keyboard, there is a **one second delay** before you hear the sound of the note.
- It happens because Finale doesn't currently **report the transport playback state** to plug-ins.
- The result is that NotePerformer's read-ahead algorithms **always remain active**, even when playback is paused, causing a delay in sound output.

# KNOWN ISSUES IN FINALE



- Since Finale 27.3, the issue below has been resolved.
- If your *Windows User Account* was named such that it includes non-English characters **Human Playback Preferences becomes inoperable** in Finale.
- So, if you login to Windows by the name of (for example) *François*, *Jörg*, or 伟, you **can use only the built-in sounds** in Finale.
- The only workaround that we know of currently is to create an alternative Windows user account **using only A-Z characters** to run Finale from.

# KNOWN ISSUES IN FINALE



- **Glissandos may not playback correctly.**
- In the *Human Playback Configuration*, we must set *Start/Stop Time* to “No HP Effect”, to preserve the written length of notes.
- Unfortunately, the same switch *negatively impacts* glissandos.

# ARTICULATIONS IN FINALE

## PLAIN NOTE



## DYNAMICS



## CRESCENDO



## DIMINUENDO



## STACCATO



## STACCATISSIMO



## MEZZO-STACCATO

NO MAPPING  
available in Finale

## TREMOLO



## ACCENT



## MARCATO



## TENUTO

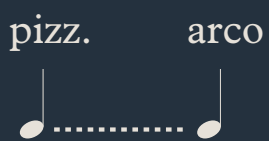
NO MAPPING  
available in Finale

MIDI trigger:  
NOTE ON Velocity = 1

## LEGATO



## PIZZICATO



## TRILL



## GLISSANDO (LIMITED SUPPORT)



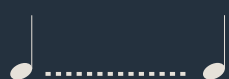
## ARPEGGIO



# ARTICULATIONS IN FINALE

## COL LEGNO

col legno    arco



## SNAP PIZZICATO

**NO MAPPING**  
available in Finale

*MIDI trigger:*  
CC26=14 ..... CC26=0

## FLUTTER-TONGUE



## HARMONICS (WRITTEN PITCH)

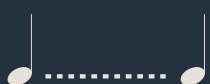


## ARTIFICIAL HARMONICS



## MUTE (ALT. 1)

mute    open



## MUTE (ALT. 2)

con sordino    senza sordino



## STOPPED HORN



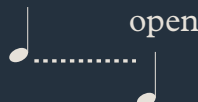
## BUCKET MUTE

bucket mute    open



## CUP MUTE

cup mute    open



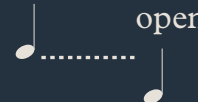
## PLUNGER MUTE

**NO MAPPING**  
available in Finale

*MIDI trigger:*  
CC16=54 ..... CC16=0

## HARMON MUTE

harmon mute    open



## LET RING

**NO MAPPING**  
available in Finale

*MIDI trigger:*  
CC64=127 ..... CC64=0

## NO VIBRATO

**NO MAPPING**  
available in Finale

*MIDI trigger:*  
CC20=6 ..... CC20=0

## VIBRATO

**NO MAPPING**  
available in Finale

*MIDI trigger:*  
CC20=5 ..... CC20=0

## MOLTO VIBRATO

**NO MAPPING**  
available in Finale

*MIDI trigger:*  
CC20=18 ..... CC20=0

# ARTICULATIONS IN FINALE

## SLAP BASS

**NO MAPPING**  
available in Finale

*MIDI trigger:*  
CC26=13 ..... CC26=0

## SCOOP

**NO MAPPING**  
available in Finale

*MIDI trigger:*  
CC15=81 ..... CC15=0

## FALL



## PLOP

**NO MAPPING**  
available in Finale

*MIDI trigger:*  
CC15=83 ..... CC15=0

## DOIT



## a2, zu 3, ...

Range: **X**=2...8  
(number of players)

CC104=**X** .... CC104=0

## VIBRATO DEPTH (OVERRIDE)

Range: **X**=1...64...127  
(scale by 0% ... 100% ... 200%)

CC105=**X** .... CC105=0

## VIBRATO SPEED (OVERRIDE)

Range: **X**=1...64...127  
(scale by 0% ... 100% ... 200%)

CC106=**X** .... CC106=0

## A4 TUNING (HERTZ)

Range: **X**=1...64...127  
(377 Hz ... 440 Hz ... 503 Hz)

CC109=**X** .... CC109=0

## SECONDARY EXPRESSION

Range: **X**=1...64...127  
(shift -2 ... +2 dynamic levels)

CC110=**X** .... CC110=0

## ORGAN REGISTRATION

**USE OUR SCRIPT**

[noteperformer.com/stops](http://noteperformer.com/stops)

## PORTAMENTO

Use portamento  
for legato

*MIDI trigger:*  
CC111=1 .... CC111=0

## BOWED PITCHED PERCUSSION

**OVERRIDE FROM  
OUR MIXER, OR**

*MIDI trigger:*  
CC18=30 ..... CC18=0

## DÉTACHÉ

**NO SUITABLE**  
mapping in Finale

*MIDI trigger:*  
CC24=31 ..... CC24=0

## SUL TASTO

**NO MAPPING**  
available in Finale

*MIDI trigger:*  
CC26=19 ..... CC26=0

## SUL PONTICELLO

**NO MAPPING**  
available in Finale

*MIDI trigger:*  
CC26=70 ..... CC26=0



# ARTICULATIONS IN FINALE

## DETUNE (CENTS)

Range:  $X=1\dots64\dots127$   
(-63 cents ... 0 ... +63 cents)

CC102= $X$  ... CC102=0

## HUMANIZATION AMOUNT

Range:  $X=0\dots64\dots127$   
(scale by 100% ... 50% ... 0%)

CC112= $X$  ... CC112=0

# MIDI MAPS IN FINALE

## ORCHESTRAL PERCUSSION

- |                                  |                                   |                                |
|----------------------------------|-----------------------------------|--------------------------------|
| 0 Low conga (open)               | 40 Snare (rimshot, snares on)     | 84 Cowbell (high, muted)       |
| 1 Low conga (mute)               | 41 Snare (snares off)             | 85 Cowbell (medium, open)      |
| 2 Low conga (muffled)            | 42 Snare (side stick, snares off) | 86 Cowbell (medium, muted)     |
| 3 Low conga (slap)               | 43 Snare (rimshot, snares off)    | 87 Maracas (right)             |
| 4 Low conga (slap, mute)         | 44 Hi-hat (closed)                | 88 Maracas (left)              |
| 5 Low conga (slap, muffled)      | 45 Hi-hat (pedal)                 | 89 Cabasa                      |
| 6 Low conga (finger, open)       | 46 Hi-hat (open)                  | 91 Ratchet                     |
| 7 Low conga (finger, muffled)    | 47 Wind gong (20 inch)            | 92 Vibraslap                   |
| 8 Low conga (harmonics)          | 48 Tam-tam (medium, 18 inch)      | 93 Whistle                     |
| 9 Low conga (bass tone)          | 49 Cymbal (clash)                 | 94 Agogo (medium)              |
| 10 High conga (open)             | 49 Cymbal (clash, medium)         | 95 Agogo (high)                |
| 11 High conga (mute)             | 50 Cymbal (clash, high)           | 96 Timbale (medium-low)        |
| 12 High conga (muffled)          | 51 China cymbal (18)              | 97 Timbale (medium-high)       |
| 13 High conga (slap)             | 52 Crash cymbal (suspended)       | 98 Egg shaker                  |
| 14 High conga (slap, mute)       | 54 Tambourine                     | 99 Whip                        |
| 15 High conga (slap, muffled)    | 55 Cymbal (splash)                | 100 Ride (bell)                |
| 16 High conga (finger, open)     | 56 Tam-tam/Large gong             | 101 Ride (high)                |
| 17 High conga (finger, muffled)  | 57 Opera gong (down)              | 102 Ride (medium)              |
| 18 High conga (harmonics)        | 58 Opera gong (up)                | 103 Wood block (low)           |
| 19 High conga (bass tone)        | 60 Tom-tom (very low)             | 104 Wood block (medium-low)    |
| 20 Low bongo (open)              | 61 Tom-tom (low)                  | 105 Wood block (medium)        |
| 21 Low bongo (muffled)           | 62 Tom-tom (medium-low)           | 106 Wood block (medium-high)   |
| 22 Low bongo (slap)              | 63 Tom-tom (medium)               | 107 Wood block (high)          |
| 23 Low bongo (slap, muffled)     | 64 Tom-tom (medium-high)          | 108 Bar chimes                 |
| 24 Low bongo (finger, open)      | 65 Tom-tom (high)                 | 109 Bell tree                  |
| 25 Low bongo (bass tone)         | 66 Tom-tom (very high)            | 110 Rain stick                 |
| 26 High bongo (open)             | 71 Hand clap                      | 111 Finger cymbals (muted)     |
| 27 High bongo (muffled)          | 72 Güiro (short)                  | 112 Taiko (medium)             |
| 28 High bongo (slap)             | 74 Güiro (long)                   | 113 Taiko (low)                |
| 29 High bongo (slap, muffled)    | 75 Claves                         | 114 Taiko (very low)           |
| 30 High bongo (finger, open)     | 76 Anvil                          | 115 Temple block (low)         |
| 31 High bongo (basstone)         | 77 Finger cymbals (open)          | 116 Temple block (medium-low)  |
| 35 Bass drum (concert)           | 78 Sleigh bells                   | 117 Temple block (medium)      |
| 36 Sticks                        | 79 Castanets                      | 118 Temple block (medium-high) |
| 37 Snare (crosstick/rim click)   | 80 Triangle (muted)               | 119 Temple block (high)        |
| 38 Snare (snares on)             | 81 Triangle (open)                |                                |
| 39 Snare (side stick, snares on) | 83 Cowbell (high, open)           |                                |

# MIDI MAPS IN FINALE

## DRUM SET (STICKS, ROCK)

- 31 Sticks
- 36 Kick drum
- 37 Side stick
- 38 Snare
- 41 Tom-tom (very-low)
- 42 Hi-hat (closed)
- 43 Tom-tom (low)
- 44 Hi-hat (pedal)
- 45 Tom-tom (medium-low)
- 46 Hi-hat (open)
- 47 Tom-tom (medium)
- 48 Tom-tom (medium-high)
- 49 Crash Cymbal
- 50 Tom-tom (high)
- 51 Ride cymbal
- 52 China cymbal
- 53 Ride (bell)
- 54 Tambourine
- 55 Splash cymbal
- 56 Cowbell (medium, open)
- 76 Wood block (high)
- 77 Wood block (low)
- 80 Triangle (muted)
- 81 Triangle (open)
- 100 Rimshot
- 101 Cross stick (rim click)

## DRUM SET (BRUSHES)

- 31 Sticks
- 36 Kick drum
- 37 Side stick
- 38 Snare
- 41 Tom-tom (very-low)
- 42 Hi-hat (closed)
- 43 Tom-tom (low)
- 44 Hi-hat (pedal)
- 45 Tom-tom (medium-low)
- 46 Hi-hat (open)
- 47 Tom-tom (medium)
- 48 Tom-tom (medium-high)
- 49 Crash Cymbal
- 50 Tom-tom (high)
- 51 Ride cymbal
- 52 China cymbal
- 53 Ride (bell)
- 54 Tambourine
- 55 Splash cymbal
- 56 Cowbell (medium, open)
- 76 Wood block (high)
- 77 Wood block (low)
- 80 Triangle (muted)
- 81 Triangle (open)
- 100 Rimshot
- 101 Cross stick (rim click)
- 102 Swirl

## DRUM SET (ELECTRONIC)

- 31 Sticks
- 33 Hand clap
- 35 Kick drum (2)
- 36 Kick drum
- 37 Side stick
- 38 Snare
- 40 Snare (2)
- 41 Tom-tom (very-low)
- 42 Hi-hat (closed)
- 43 Tom-tom (low)
- 44 Hi-hat (pedal)
- 45 Tom-tom (medium-low)
- 46 Hi-hat (open)
- 47 Tom-tom (medium)
- 48 Tom-tom (medium-high)
- 49 Crash Cymbal
- 50 Tom-tom (high)
- 51 Ride cymbal
- 52 China cymbal
- 53 Ride (bell)
- 54 Tambourine
- 55 Splash cymbal
- 56 Cowbell (medium, open)
- 76 Wood block (high)
- 77 Wood block (low)
- 80 Triangle (muted)
- 81 Triangle (open)
- 100 Rimshot
- 101 Cross stick (rim click)