

*n* NotePerformer 4

# CONTENTS

Guide for Sibelius . . . . .	3
Guide for Finale . . . . .	.29
Guide for Dorico . . . . .	.57
Guide for Playback Engines . . . . .	.78

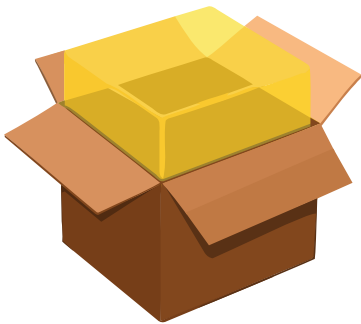
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GUIDE FOR

Sibelius®

# 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*

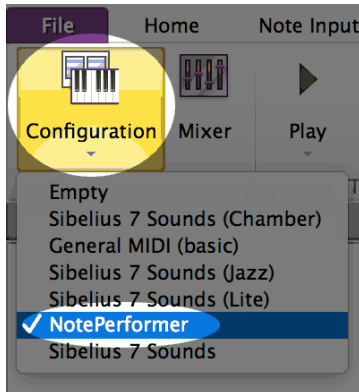
*C:\Program Files\Sibelius Software\VSTPlugins*

*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

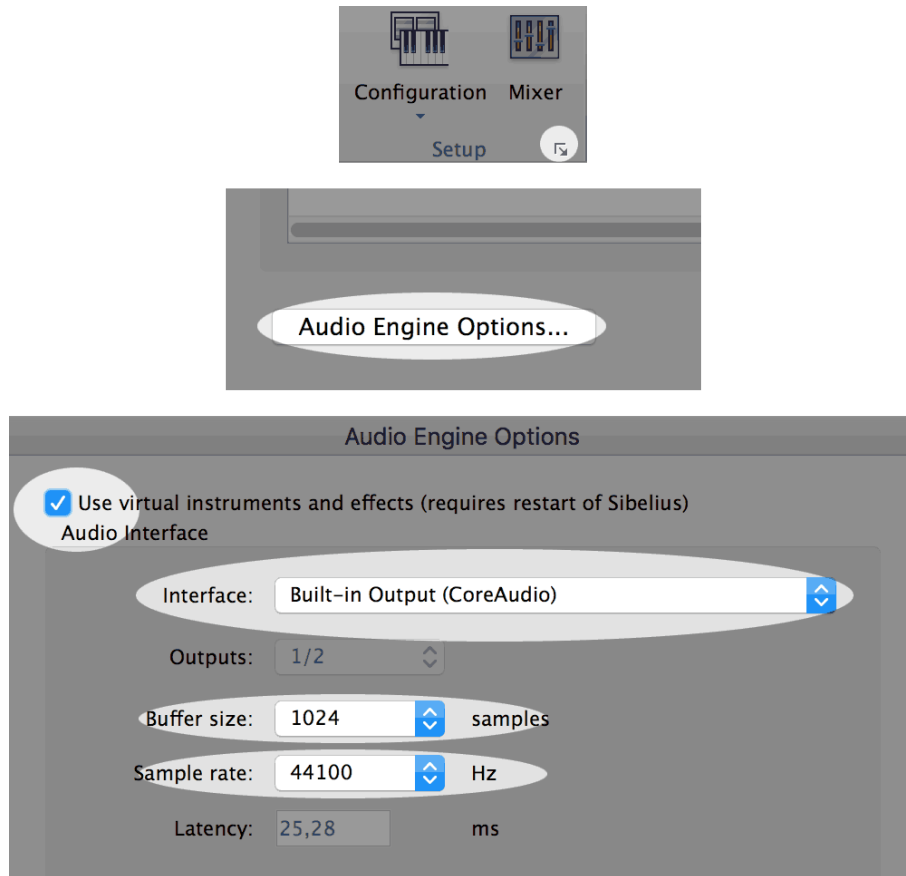


- To get NotePerformer playback in Sibelius, switch to **the NotePerformer configuration**.
- This configuration **should appear automatically** if you've installed NotePerformer.



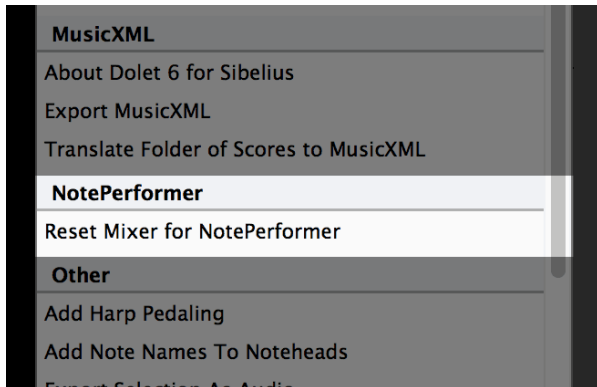
- NotePerformer's instruments respond to **reverb, pan and volume** from the Sibelius mixer.
- Mixer settings are **saved with your score**.
- By default, reverb is **39%**, while **pan and volume may vary**.
- This variation in default volume was meant to counteract **imbalances in Sibelius 6's built-in 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

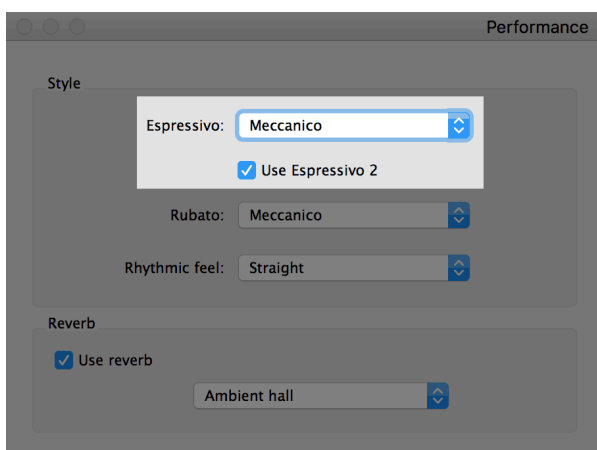


- If **NotePerformer playback isn't working**, step one is to open the *Audio Engine Options* dialog and review your settings.
- **When troubleshooting**, please always use the *Primary Sound Driver (DS)* on PC, and the *Built-in Output (CoreAudio)* on Mac.
- **When troubleshooting**, please use a *buffer 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

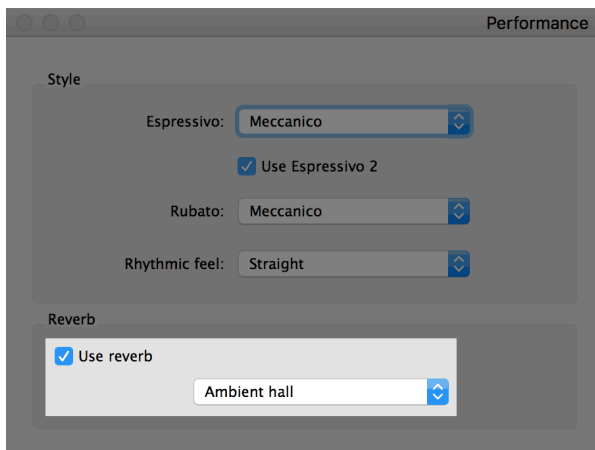


- You can also use our included plug-in to **reset all instruments to a volume of 95**.
- **Run this script** when starting a new score, or when adding staves.
- This script **also resets pan** to the staff's default.

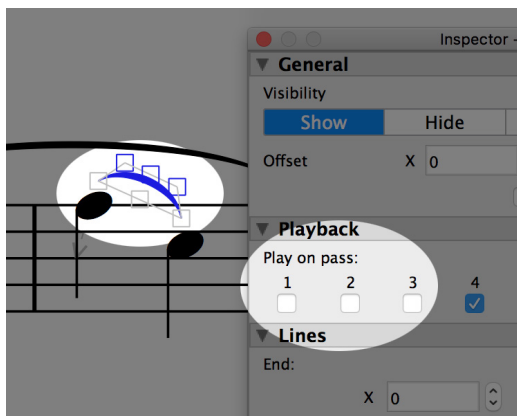


- If you want Sibelius to strictly follow the dynamics in your score you must **lower the espressivo setting to meccanico** from the performance dialog.
- The “espressivo” feature makes Sibelius *humanize* the dynamics, for better or worse. **Use only with care.**
- If you experience problems with **higher 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%).

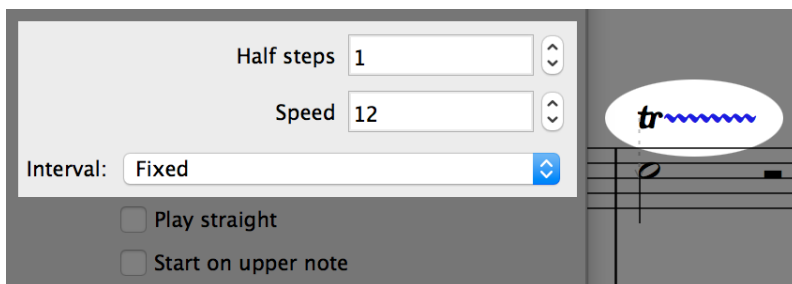


- You can **turn off playback for any item** in Sibelius.
- This is done by **deselecting “Play on pass”** from the Inspector dialog.
- You can use this feature to **correct improper playback** in Sibelius, such as nested slurs.
- You can also **combine this feature with hidden items** (such as hidden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

# SIBELIUS

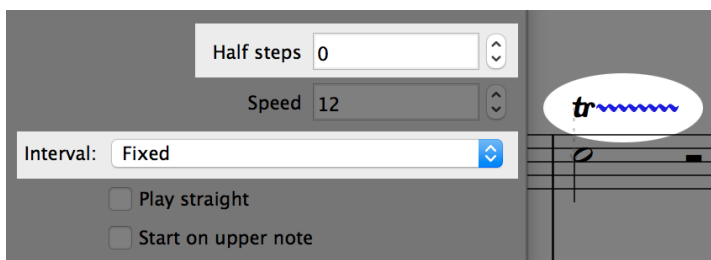


- Occasionally when opening an older orchestral score created with Sibelius Sounds, the **first plug-in instance** is **-6 dB lower** than it should be.
- The result is that the first 16 staves are **considerably lower in volume**. This is a problem if your score uses more than 16 staves.
- Double-click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

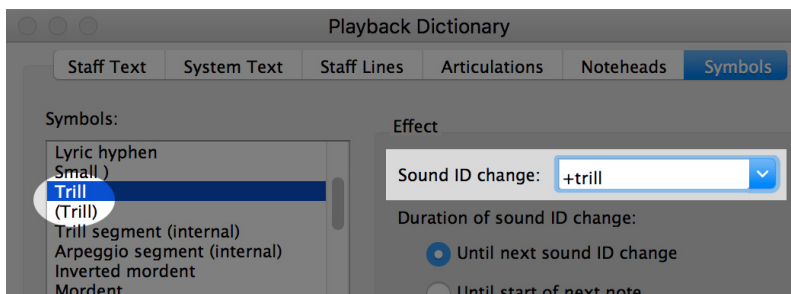


- You can **customize playback of individual trills** in Sibelius, from the Inspector.
- Speed means **number of notes per second** and is useful for fine-tuning playback of a trill.

# SIBELIUS

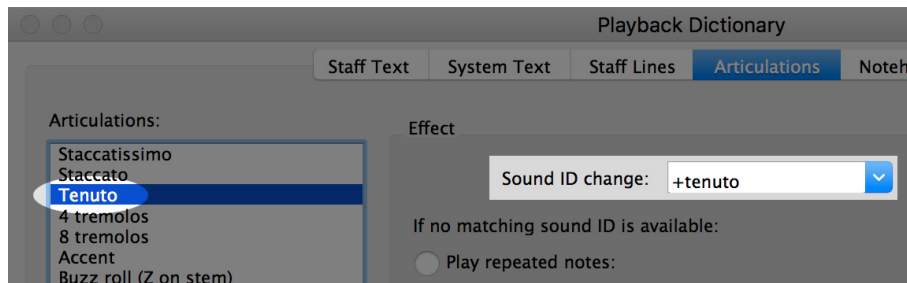


- This problem is resolved from Sibelius 2019.4.
- Unpitched percussion trills in Sibelius occasionally play the **wrong sound for every other note**.
- This happens when Sibelius incorrectly performs it as an **interval trill** within the percussion map rather than a tremolo.
- Problem is solved by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

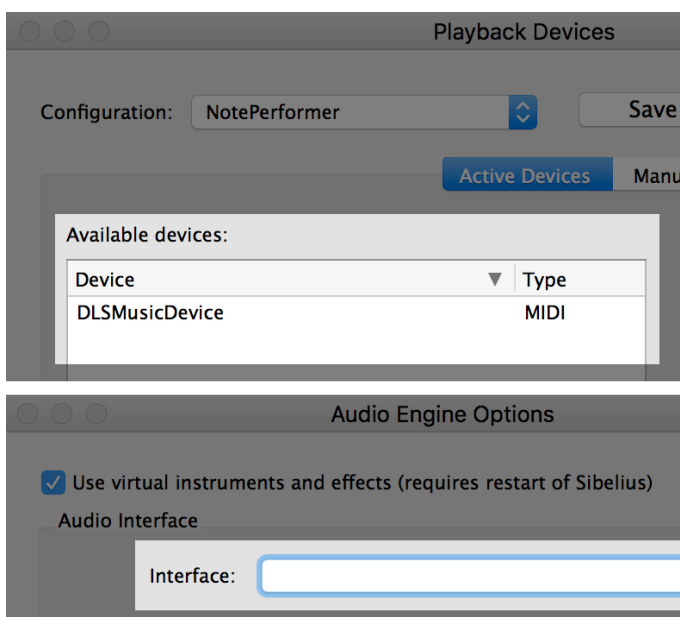


- Trill lines are automatically performed legato—when using NotePerformer—**but trill symbols aren’t** because they are missing the appropriate Sound ID change.
- Problem is solved by manually **adding the +trill Sound ID change** to the symbols in the Dictionary.

# 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**.

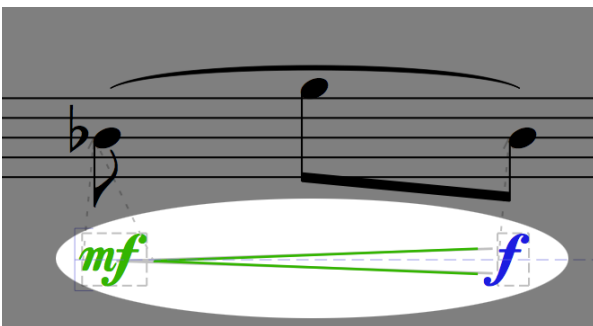


# SIBELIUS

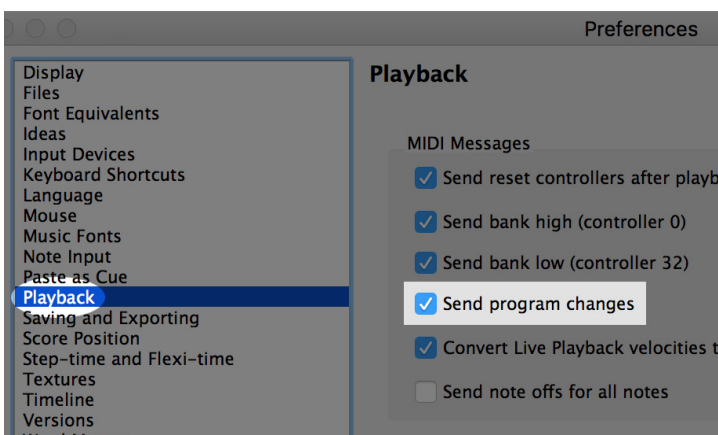


- Sounds in NotePerformer that lack a staff definition in Sibelius may be accessed by **overriding the sound from the mixer**.
- If you manually override a sound from the mixer then Sibelius **also overrides the device**—whether you like it or not—by assigning it to the first NotePerformer instance (N. 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

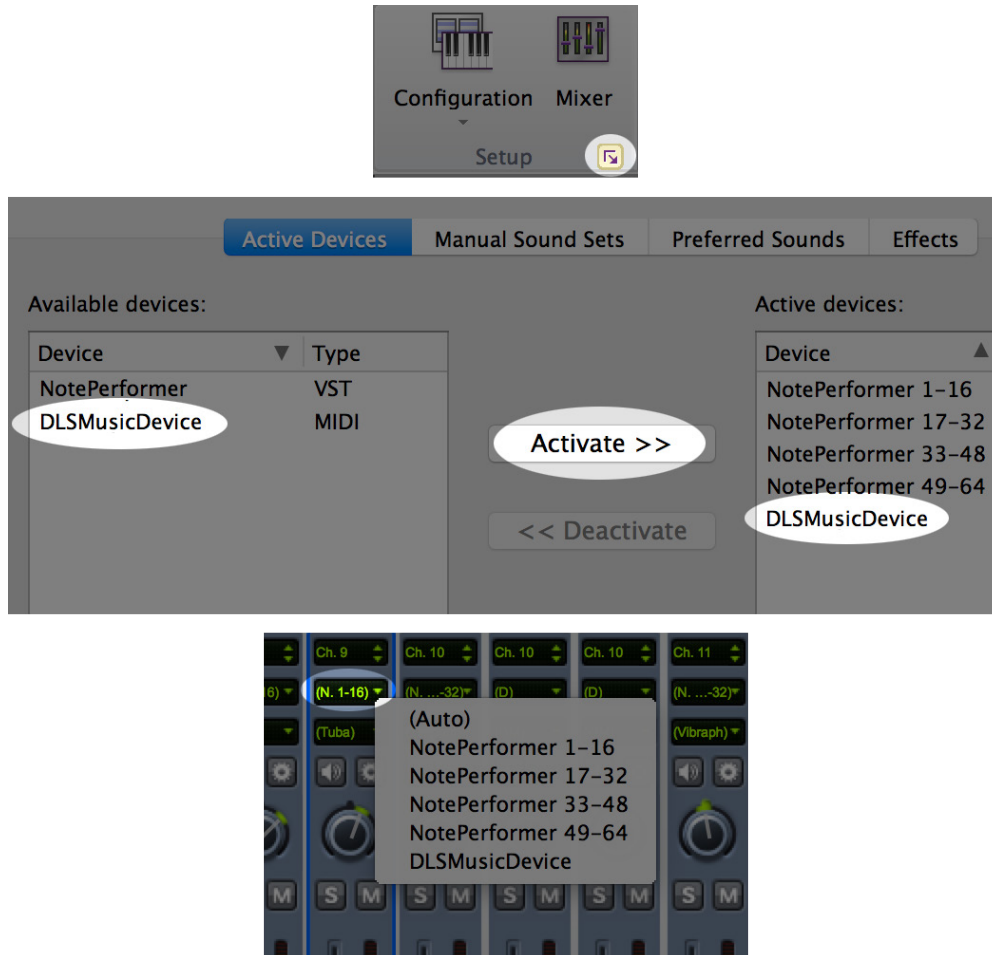


- Dynamics should include **voice 1** when possible.
- Dynamics or hairpins in the wrong voice is a **common source of error** with Sibelius playback of dynamics.



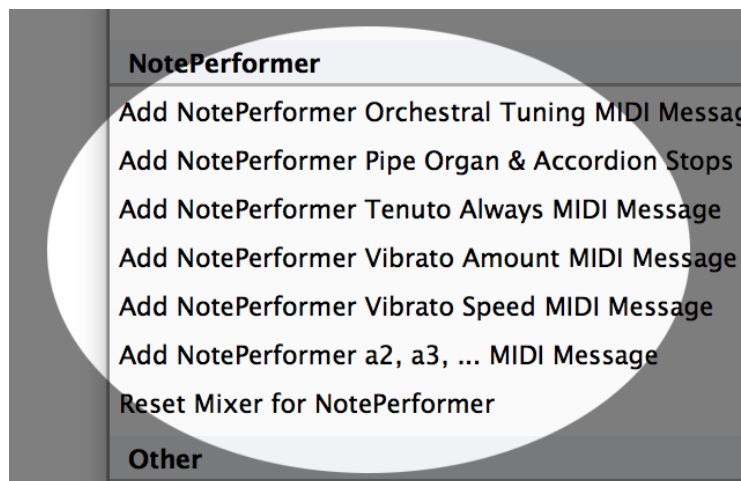
- If sounds are **not assigned correctly** (or always playback as a trumpet sound) you may have inadvertently deselected Send program changes in Sibelius's playback preferences.
- NotePerformer relies on *bank* and *program* MIDI messages, so you must not deactivate these features.

# 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.

# 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.

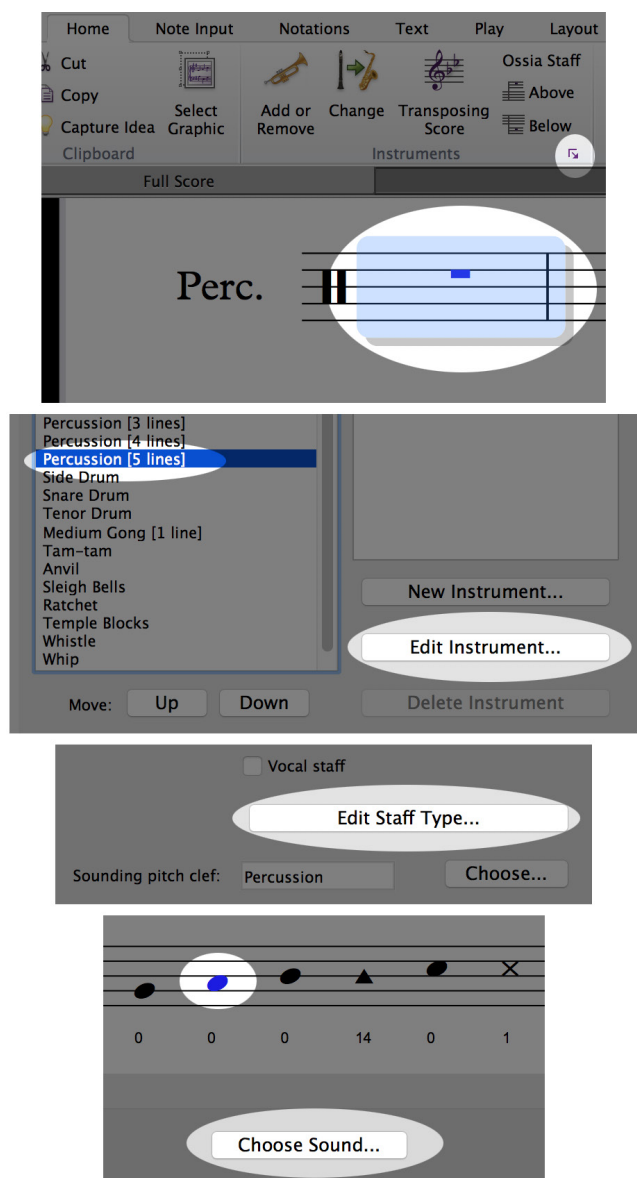
- **2. Select a full bar on that staff**, and **click the small arrow next to *Instruments*** on the ribbon to open the Edit Instruments dialog.

- **3. If you selected a bar on that staff**, your instrument is automatically highlighted. Please **click *Edit Instrument...***

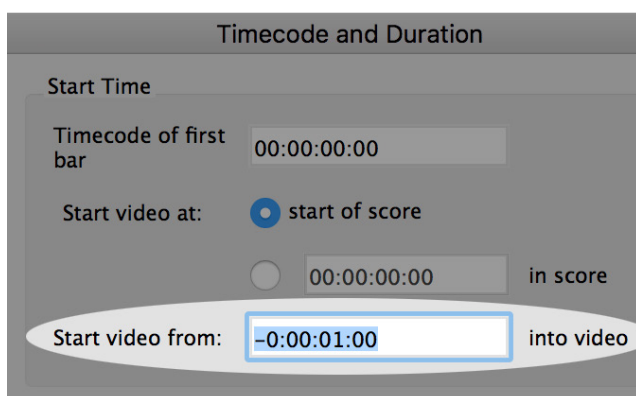
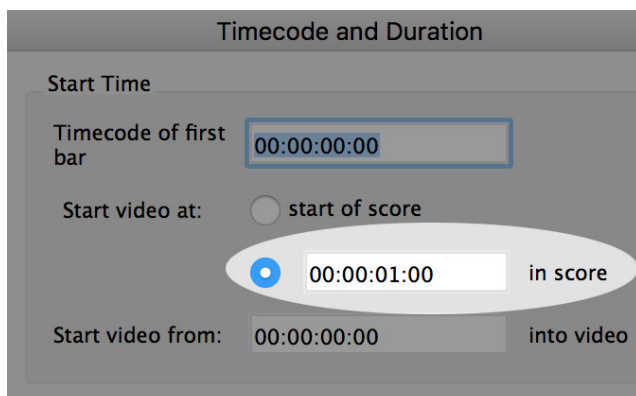
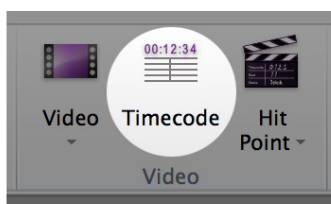
- **4. This opens another dialog**, where you may edit the properties of that instrument. Please **click *Edit Staff Type...***

- **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.

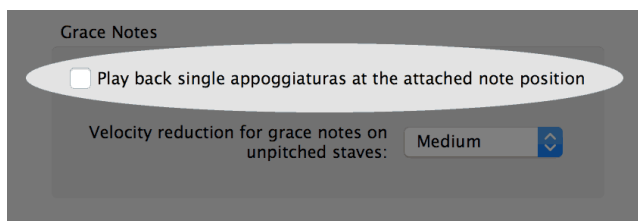


# SIBELIUS



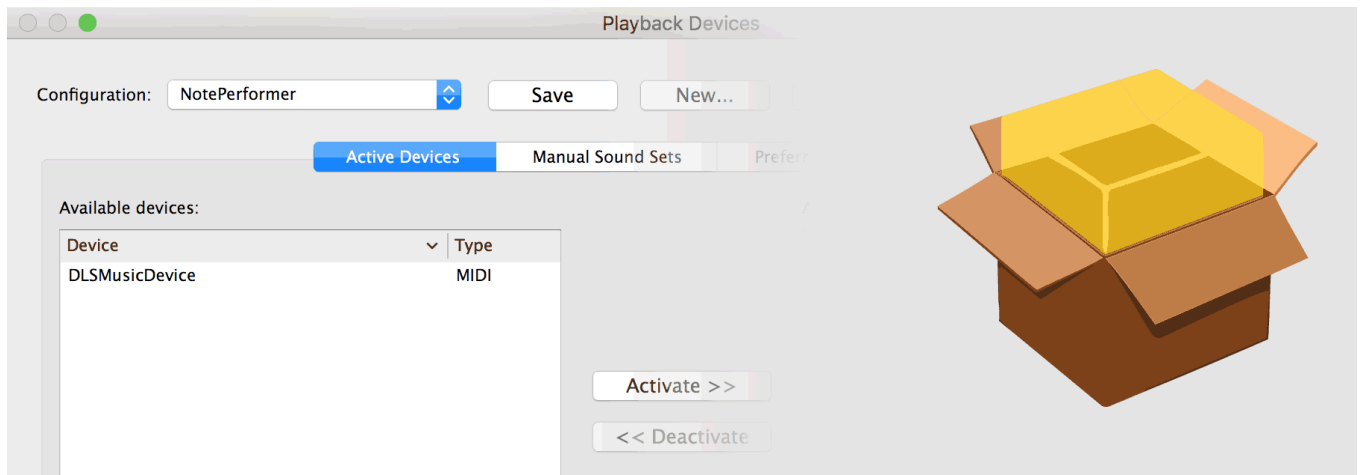
- **Videos may be out of sync** in Sibelius due to NotePerformer's one-second latency.
- **This is easily corrected for** by opening the *Timecode and Duration* dialog, and starting the video one second into the score.
- **Alternatively**, you can start the video from a negative offset. By setting the video to start from minus one-seconds into the video.

# SIBELIUS



- **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.

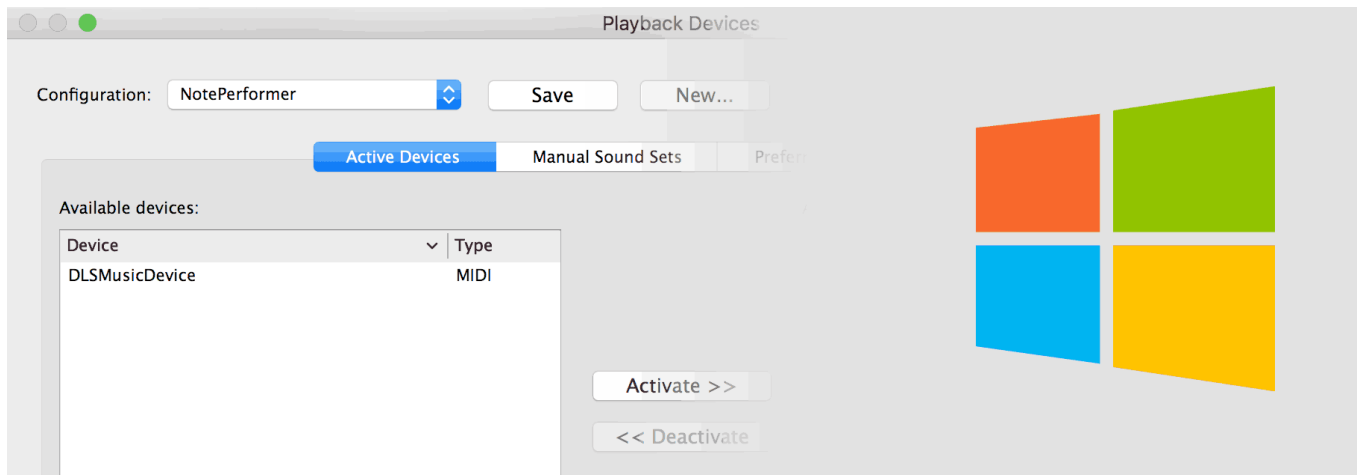
# SIBELIUS



- 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

Charges will appear on your bill as: **FS\* Wallander**

<https://sites.fastspring.com/wallanderinstruments/order/invoice/ORDER95681-2431-62547>

Order ID: **WAL190108-6198-64220B**

1 NotePerformer (Rent-to-Own)

9 Additional Payments of \$10,75 every Month

<https://sites.fastspring.com/wallanderinstruments/order/s/ORDER295473-6438-684755>

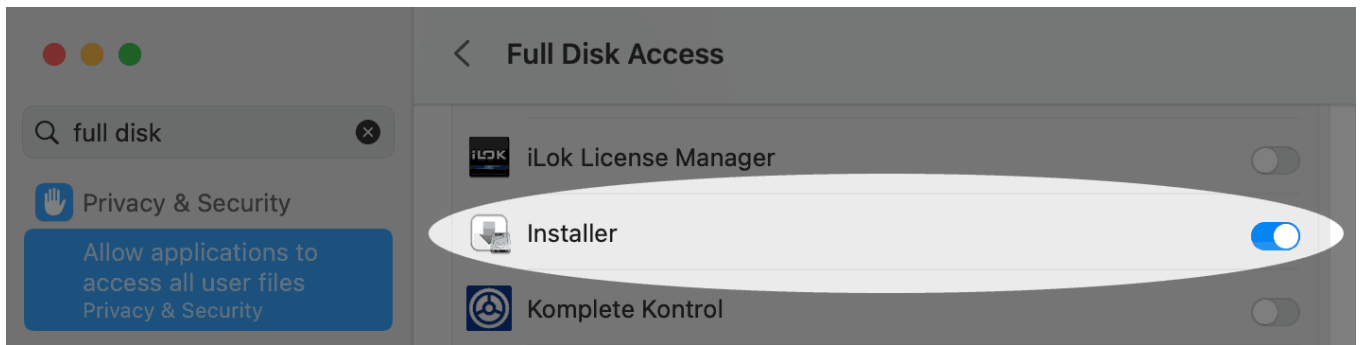
**Total: \$10,75**

Wallander Instruments

[support@wallanderinstruments.com](mailto:support@wallanderinstruments.com)

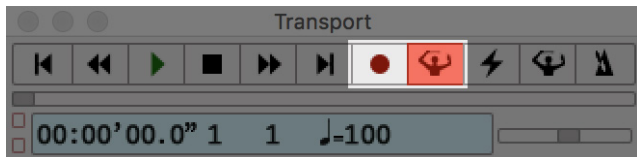
- With a **Rent-to-Own subscription**, you will receive a **subscription-related monthly email**.
- **There's a link** beneath "*X Additional Payments of \$10.75 every Month*".
- Please **follow this link** to manage your subscription.
- This is how you **update your payment details** or **cancel your subscription**.

# 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



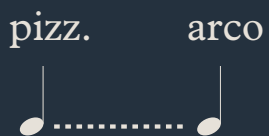
TENUTO



LEGATO



PIZZICATO



TRILL



GLISSANDO



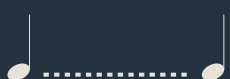
ARPEGGIO



# ARTICULATIONS IN SIBELIUS

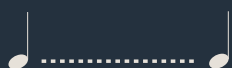
## COL LEGNO

col legno ord.



## SNAP PIZZ. (ALT. 1)

snap pizz. arco



## SNAP PIZZ. (ALT. 2)



## HARMONICS (WRITTEN PITCH)

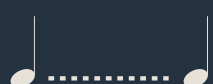


## ARTIFICIAL HARMONICS



## MUTE (ALT. 1)

mute open



## MUTE (ALT. 2)

con sordino  
senza sordino

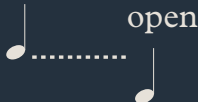


## STOPPED HORN



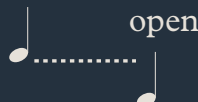
## BUCKET MUTE

bucket mute  
open



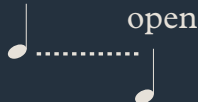
## CUP MUTE

cup mute  
open



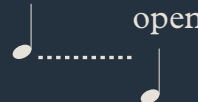
## PLUNGER MUTE

plunger mute  
open



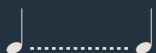
## HARMON MUTE

harmon mute  
open



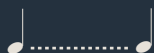
## LET RING (ALT. 1)

let ring non-L.V.



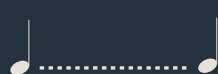
## LET RING (ALT. 2)

L.V. non-L.V.



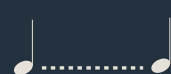
## NO VIBRATO

non vib. ord.



## VIBRATO

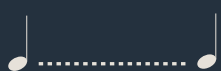
vib. ord.



# ARTICULATIONS IN SIBELIUS

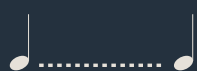
## MOLTO VIBRATO

molto vib. ord.



## SLAP BASS

slap ord.



## INTERPRETATION VARIES

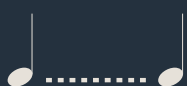


## INTERPRETATION VARIES



## 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.*

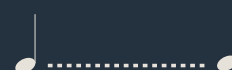
## GUITAR EFFECTS

### USE OUR PLUG-IN FOR SIBELIUS

Home > Plug-Ins > ...

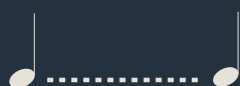
## DÉTACHÉ

détaché      ord.



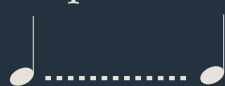
## SUL TASTO

sul tasto      ord.



## SUL PONTICELLO

sul pont.      ord.



## DETUNE (CENTS)

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

~C102,X .... ~C102,0



# 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*

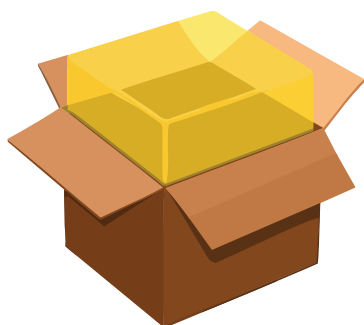
- For **existing scores** which are already assigned to other sounds, please run:

*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".

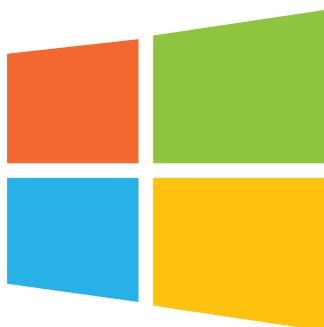
- Set playback to be through *VST plug-ins*:

*MIDI/Audio > Play Finale Through VST*

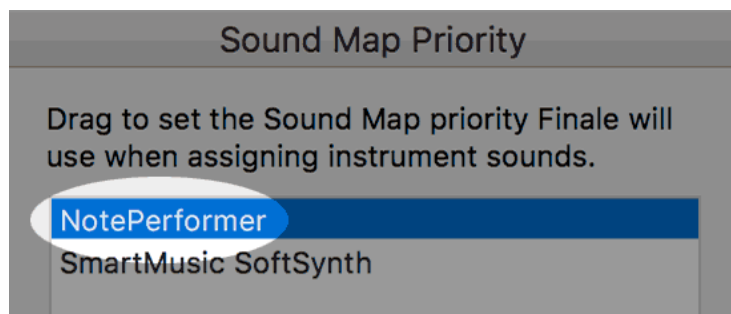
- For **existing scores** which are already assigned to other sounds, please run:

*MIDI/Audio > Reassign Playback Sounds*

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

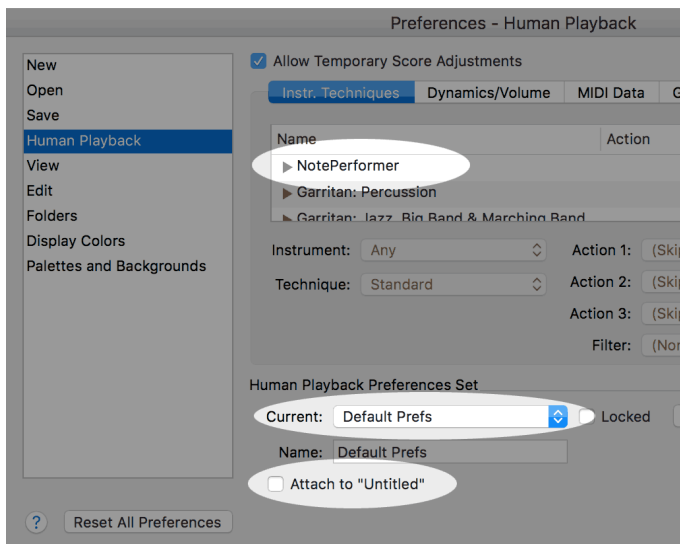


# FINALE



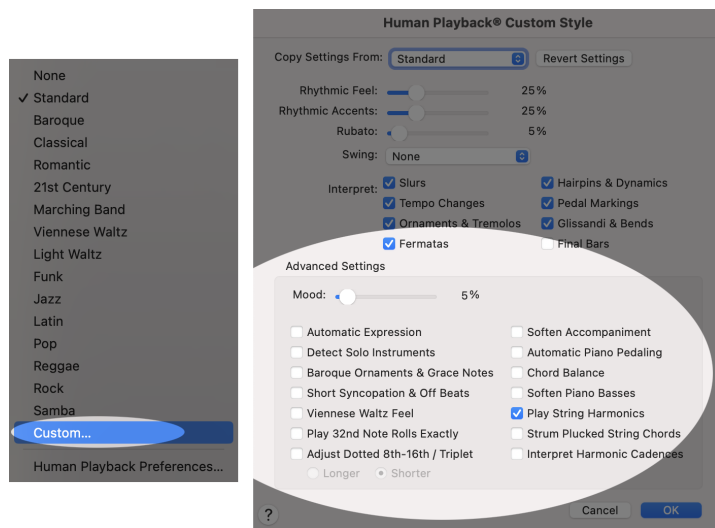
- Open **MIDI/Audio > Sound Map Priority** and move *NotePerformer* to the top.
- This makes makes NotePerformer your **default choice of sounds** in Finale, when creating a score or when running “Reassign Playback Sounds”.
- **If our sound map is *missing***, please run the NotePerformer installer again.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

# FINALE

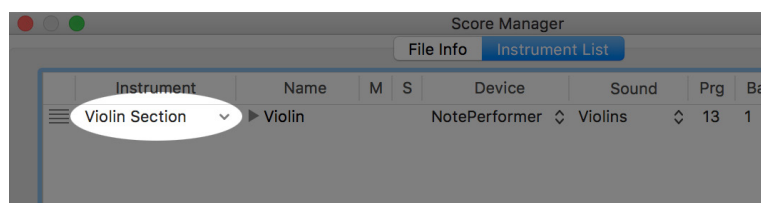


- You must use *Default Prefs* as your Human Playback Configuration.
- This is the default setting in Finale.
- We extend your *Default Prefs* configuration with NotePerformer's custom Human Playback Preferences.
- Location in Finale for this setting is:  
*MIDI / Audio > Human Playback > Human Playback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

# FINALE



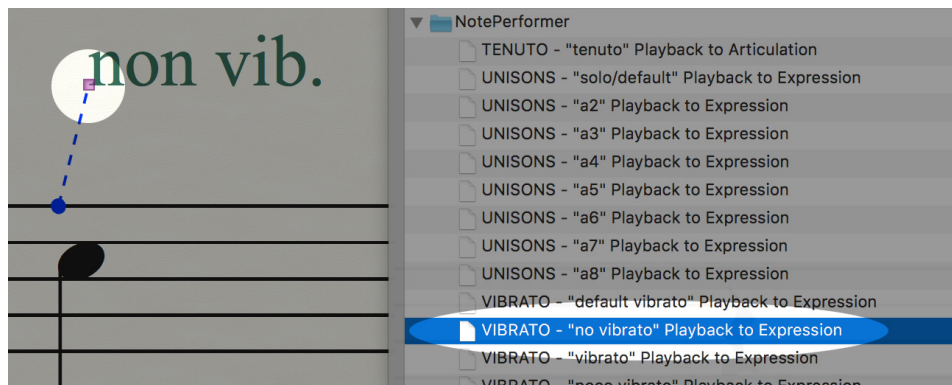
- We recommend the *Custom...* Human Playback Style and deselecting everything under Advanced.
- The “Advanced” options produce inconsistencies and unwanted note accents.
- Human Playback interprets the musical symbols in your score and converts them into MIDI signals for your playback device.
- Always 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:

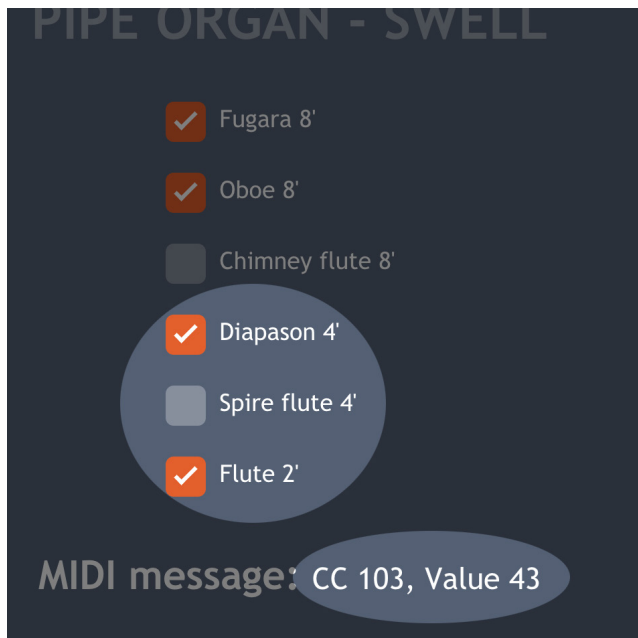
*MIDI/Audio > VST (Mac: Audio Units) Banks & Effects...*

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



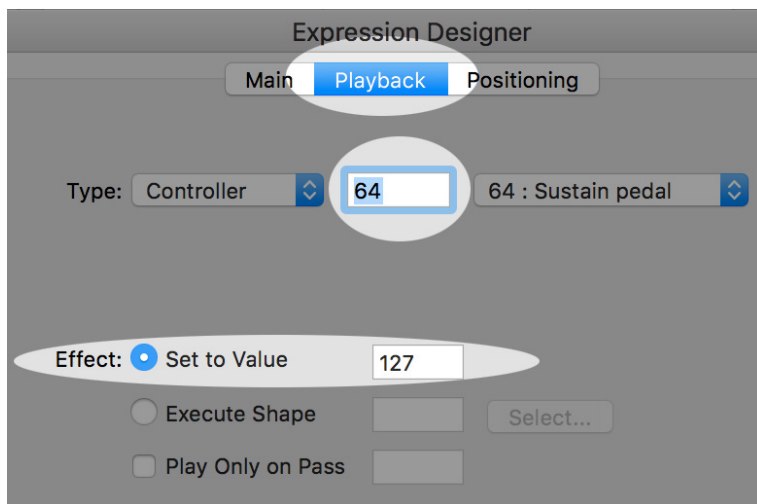
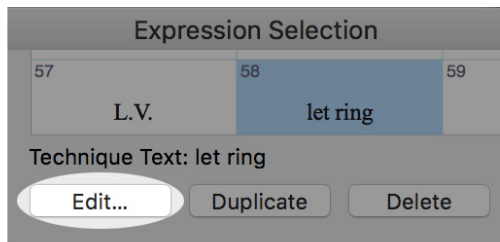
- NotePerformer supports **custom organ registration** by inserting a MIDI CC message into the score.
- Please **use our online calculator** to determine the MIDI CC message. You can find it here:  
  
**[noteperformer.com/stops](https://noteperformer.com/stops)**
- In Finale, **you may attach a MIDI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

# FINALE

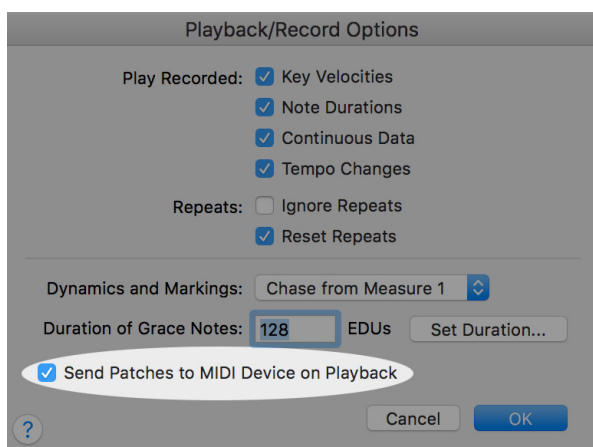


- Clicking an instrument's name in the mixer allows you to **override the sound** for that MIDI channel.
- This provides **access to sounds that are not mapped** by your notation software.
- Or simply for using a **different choice of sound** for a staff.
- Or for accessing **additional drum kits** such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

# FINALE

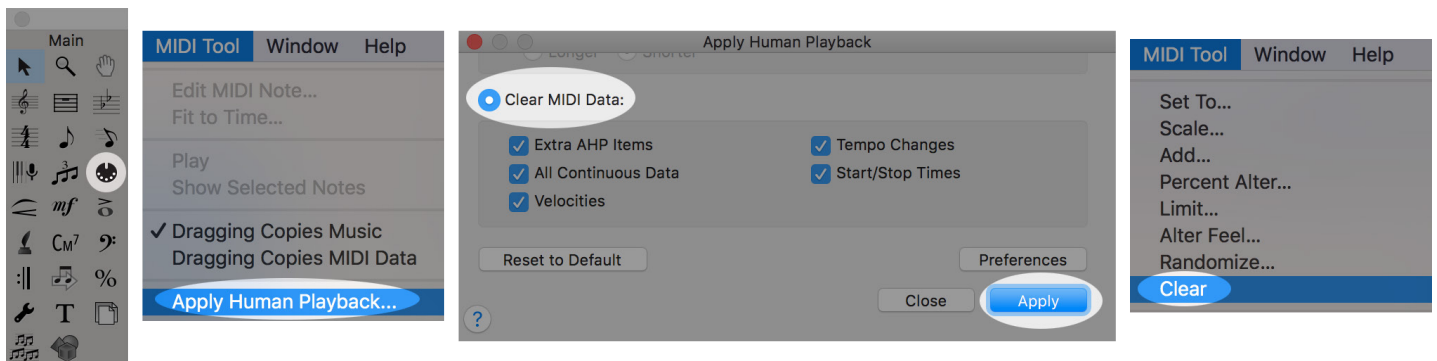


- For reference, you may add **custom MIDI CC events** to any expression in Finale.
- This is done by **editing the *Playback* settings** for that expression.



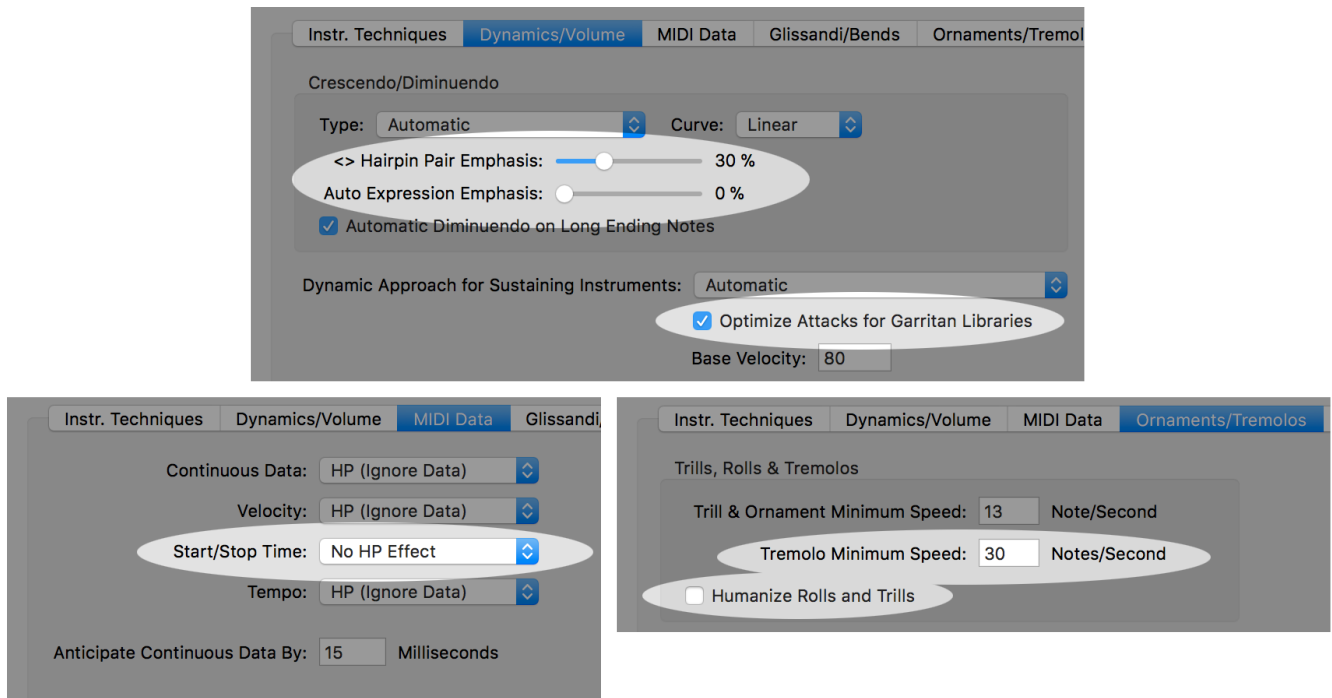
- The *Send Patches to MIDI Device on Playback* option **must always remain selected**.
- It's a per-score setting, found under *Document > Playback/Record Options...*
- **If you deactivate it...** the NotePerformer mixer is never populated, and you only hear trumpet sounds.

# FINALE



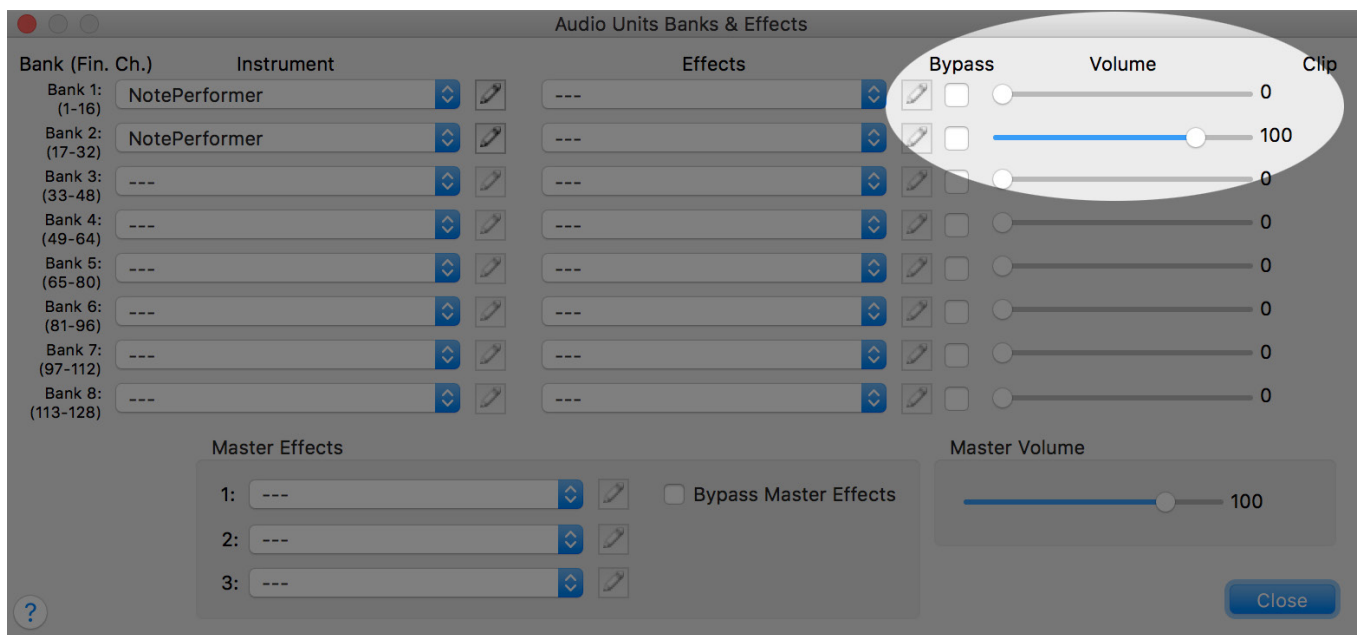
- We sometimes encounter Finale documents where **note lengths are incorrect or playback is distorted**.
- You can **try to repair a problematic score** by the following steps, *in order*:
  1. Select the entire score.
  2. Go to the *MIDI Tool*.
  3. Run *MIDI Tool > Apply Human Playback...*
  4. Choose 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

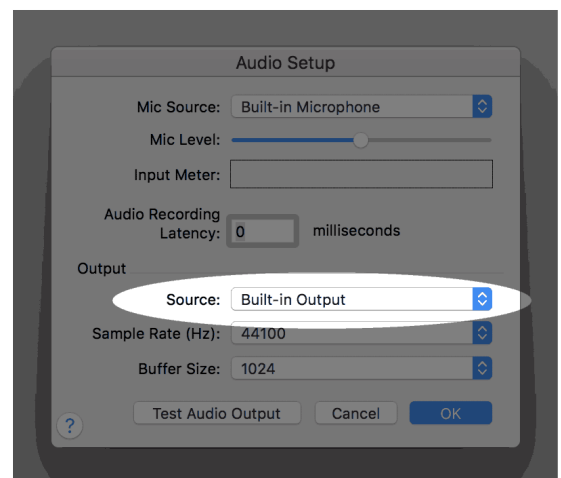
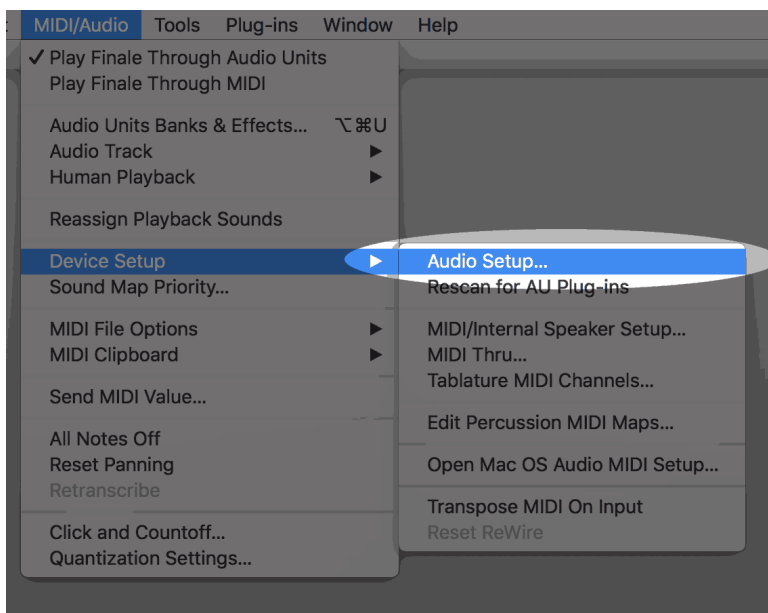


- With older Finale scores **the volume of the first bank is sometimes set to zero**, for unknown reasons.
- In which case instruments from the first bank will **not produce any sound**.
- You can fix this problem from the *Banks & Effects* dialog:

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

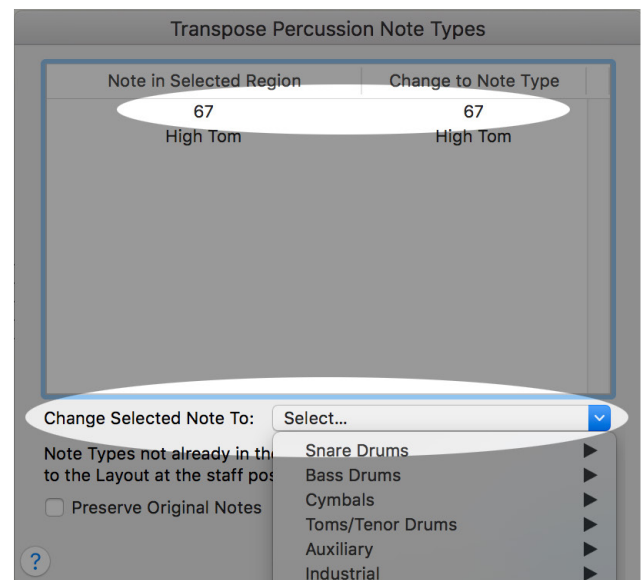
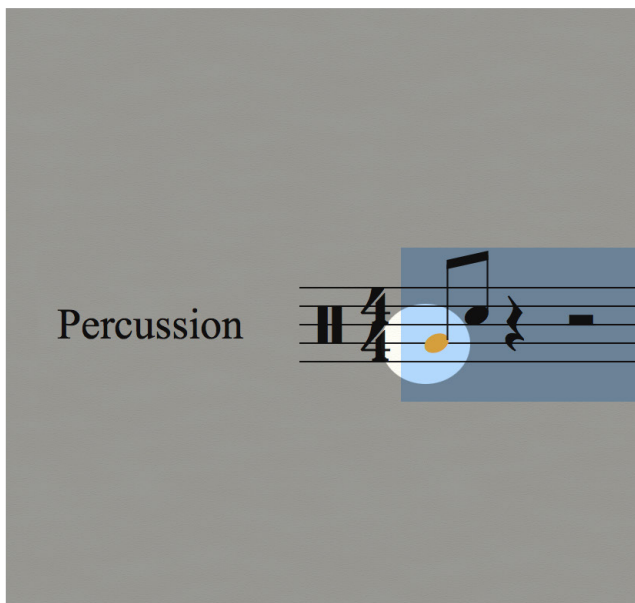
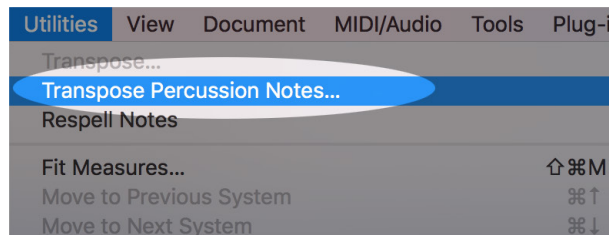
by setting the volume of all banks to *100*.

# 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**.

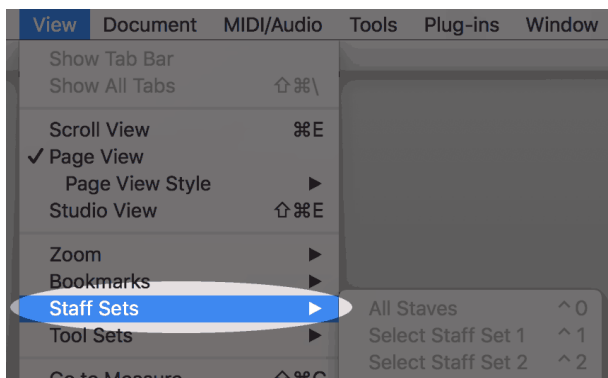
# FINALE



- 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.

# FINALE

Charges will appear on your bill as: **FS\* Wallander**

<https://sites.fastspring.com/wallanderinstruments/order/invoice/ORDER95681-2431-62547>

Order ID: **WAL190108-6198-64220B**

1 NotePerformer (Rent-to-Own)

9 Additional Payments of \$10,75 every Month

<https://sites.fastspring.com/wallanderinstruments/order/s/ORDER295473-6438-684755>

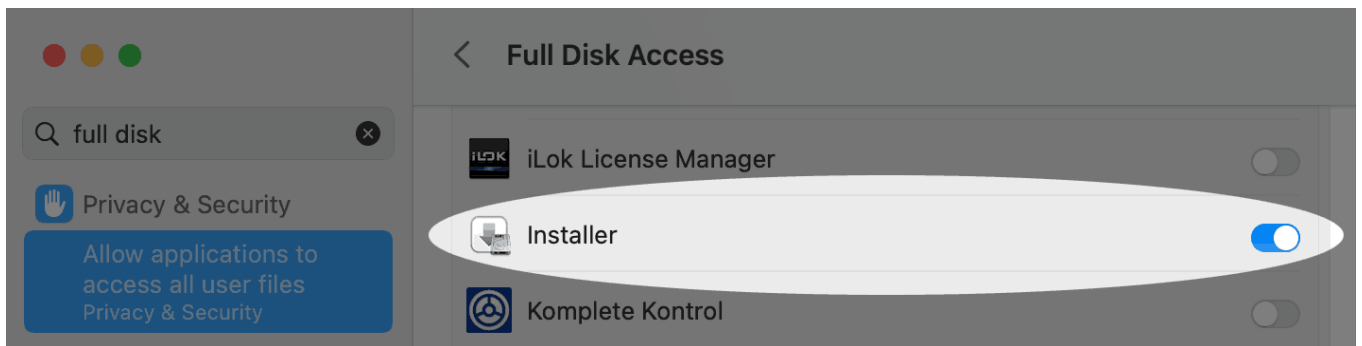
**Total: \$10,75**

Wallander Instruments

[support@wallanderinstruments.com](mailto:support@wallanderinstruments.com)

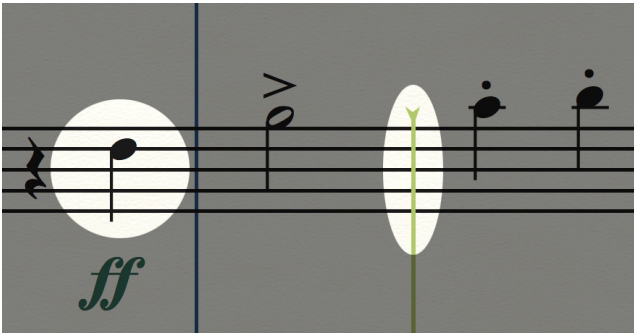
- With a **Rent-to-Own subscription**, you will receive a **subscription-related monthly email**.
- **There's a link** beneath "*X Additional Payments of \$10.75 every Month*".
- Please **follow this link** to manage your subscription.
- This is how you **update your payment details** or **cancel your subscription**.

# FINALE



- 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 FINALE

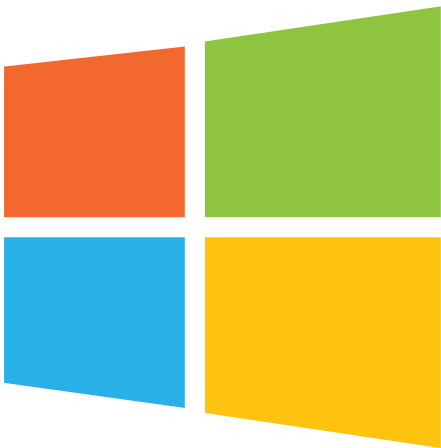


- Since Finale 26.3.1, the issue below has been resolved.
- The playback line in Finale is **way ahead of what you hear**.
- The playback line is off-beat by one second because Finale doesn't currently **latency compensate**.



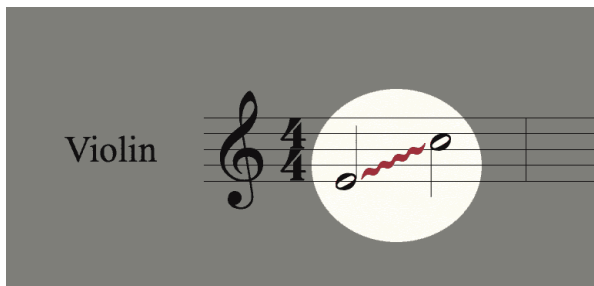
- Since Finale 26, the issue below has been resolved.
- When entering notes with your mouse or keyboard, there is a **one second delay** before you hear the sound of the note.
- It happens because Finale doesn't currently **report the transport playback state** to plug-ins.
- The result is that NotePerformer's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

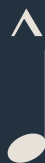
## TREMOLO



## ACCENT



## MARCATO



## TENUTO

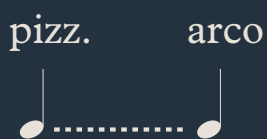
NO MAPPING  
available in Finale

MIDI trigger:  
NOTE ON Velocity = 1

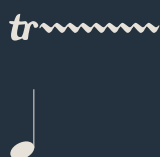
## LEGATO



## PIZZICATO



## TRILL



## GLISSANDO (LIMITED SUPPORT)



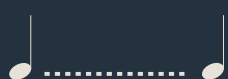
## ARPEGGIO



# ARTICULATIONS IN FINALE

## COL LEGNO

col legno    arco



## SNAP PIZZICATO

**NO MAPPING**  
available in Finale

*MIDI trigger:*  
CC18=14 ..... CC18=0

## FLUTTER-TONGUE



## HARMONICS (WRITTEN PITCH)



## ARTIFICIAL HARMONICS



## MUTE (ALT. 1)

mute    open



## MUTE (ALT. 2)

con sordino    senza sordino

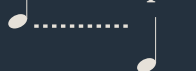


## STOPPED HORN



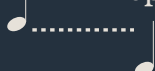
## BUCKET MUTE

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:*  
CC18=13 ..... CC18=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:  $X=1\ldots64\ldots127$   
(-63 cents ... 0 ... +63 cents)

CC102= $X$  .... CC102=0

# MIDI MAPS IN FINALE

## ORCHESTRAL PERCUSSION

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

# 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

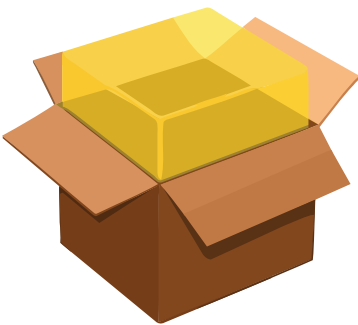
## DRUM SET (ELECTRONIC)

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)

**GUIDE FOR**

 **DORICO**

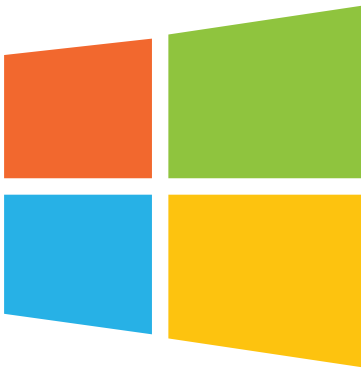
## MAC INSTALLATION



- 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:  

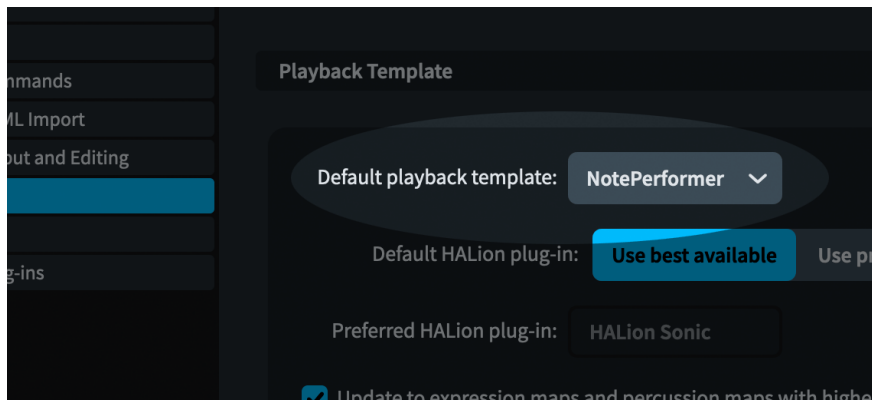
```
/Library/Application Support/NotePerformer/  
Uninstall NotePerformer.command
```
- **Our installer overwrites** previously installed NotePerformer versions.

## 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.

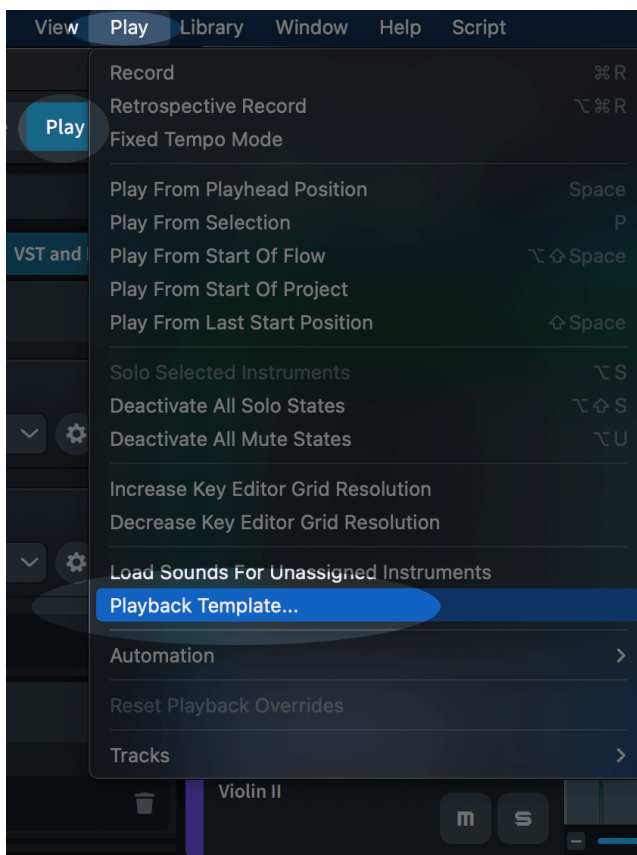
# DORICO



- 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...*

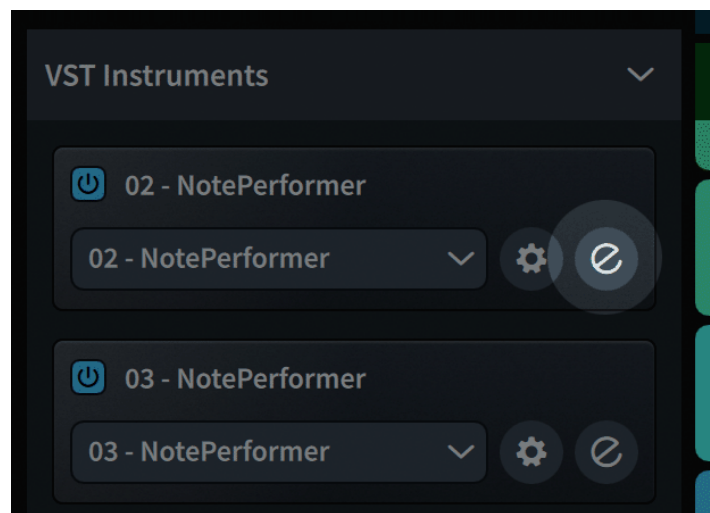
- Instruments and Expression Maps are **automatically assigned** from our Playback Template.
- Playback Templates was introduced with **Dorico 2**.

# DORICO



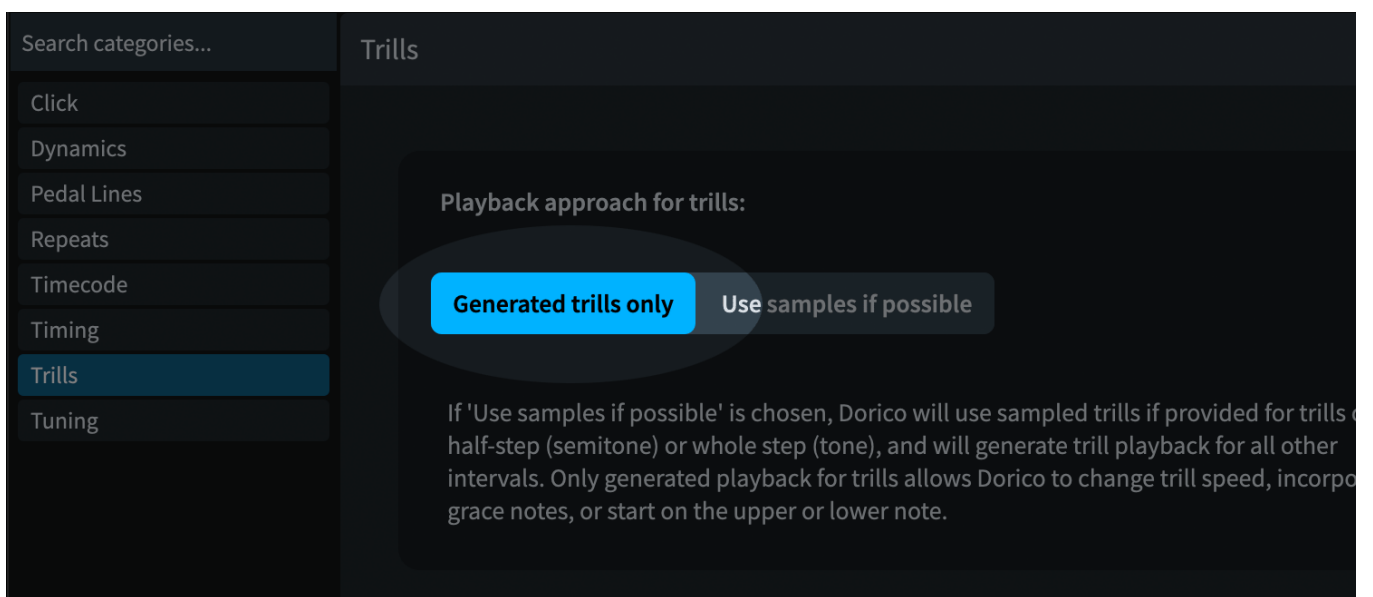
- Opening the NotePerformer interface from Dorico **reveals our own high-resolution mixer**.
- If you **delete staves from the score**, you can remove the lingering slot by clicking the instrument name and selecting *Special > (delete slot)*.
- **Solo/mute, volume and reverb** work globally across all 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



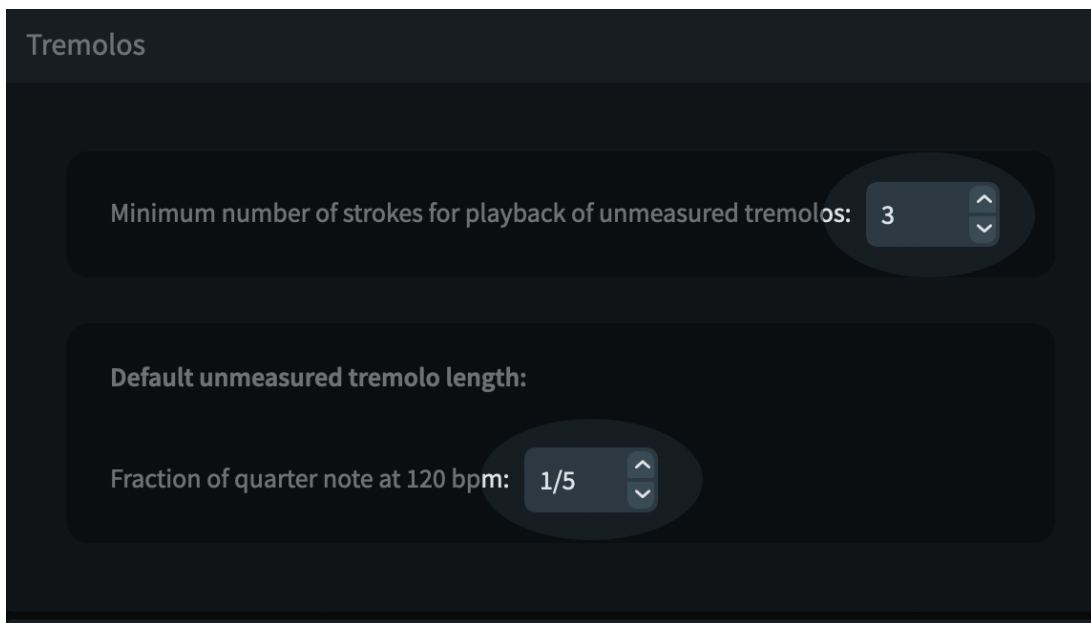
- Trills in Dorico **may not be performed legato** by default.
- The problem is resolved by going to *Library > Playback Options > Trills* and selecting **“Generated trills only”** for the “Playback approach for trills” setting.

# DORICO



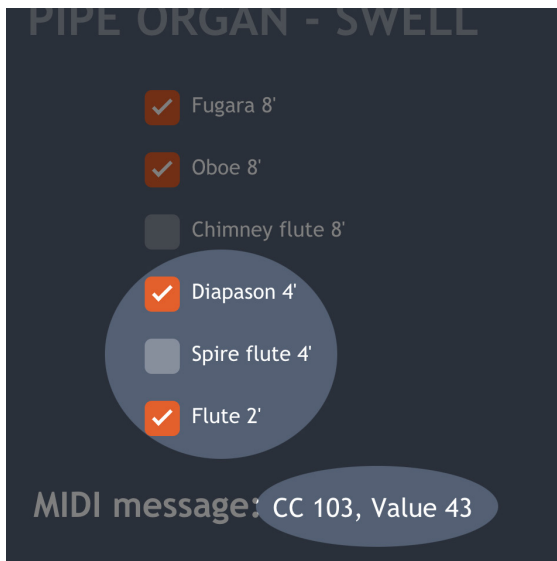
- Clicking an instrument's name in the mixer allows you to **override the sound for that MIDI channel**.
- This provides **access to sounds that are not mapped** by your notation software.
- Or simply for using a **different choice of sound** for a staff.
- Or for accessing **additional drum kits** such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

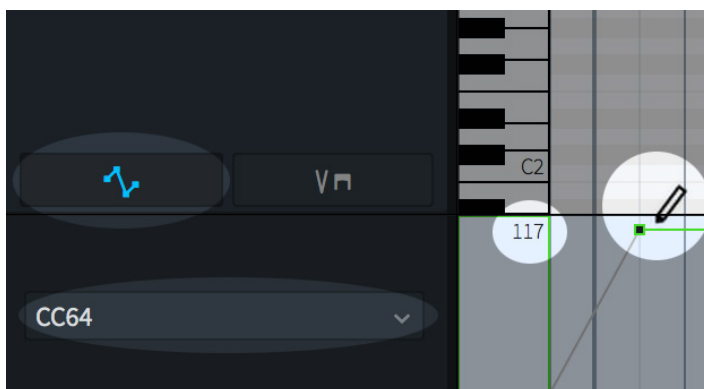


- NotePerformer supports **custom organ registration** by inserting a MIDI CC message into the score.

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

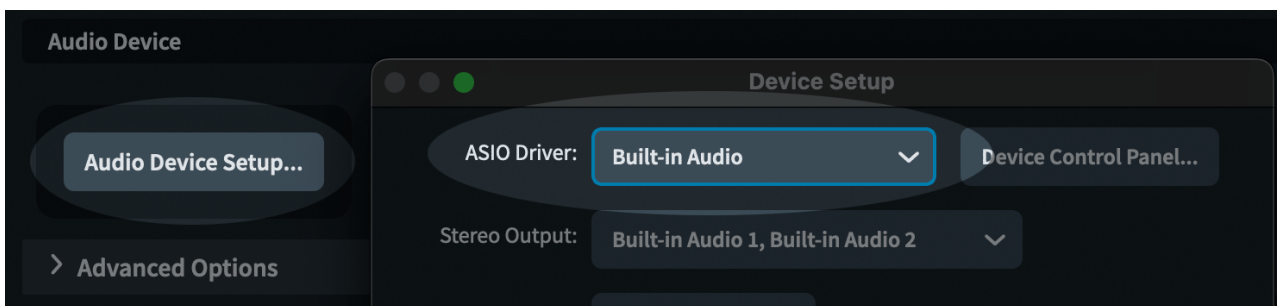
**[noteperformer.com/stops](https://noteperformer.com/stops)**

- 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.

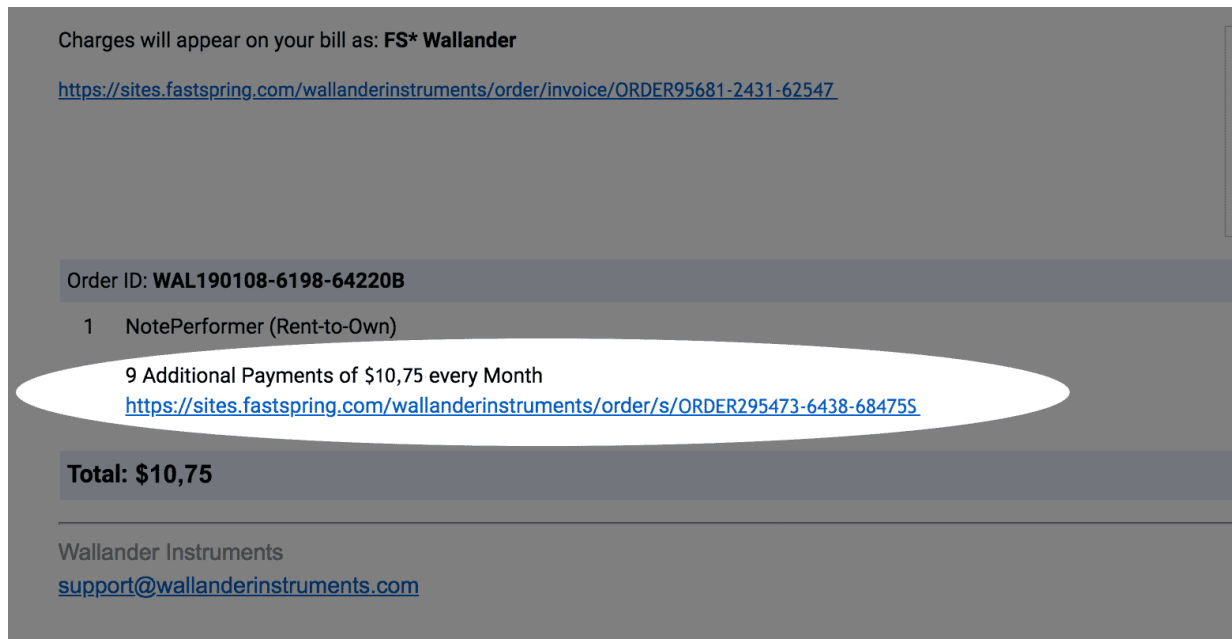
# DORICO



- 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.

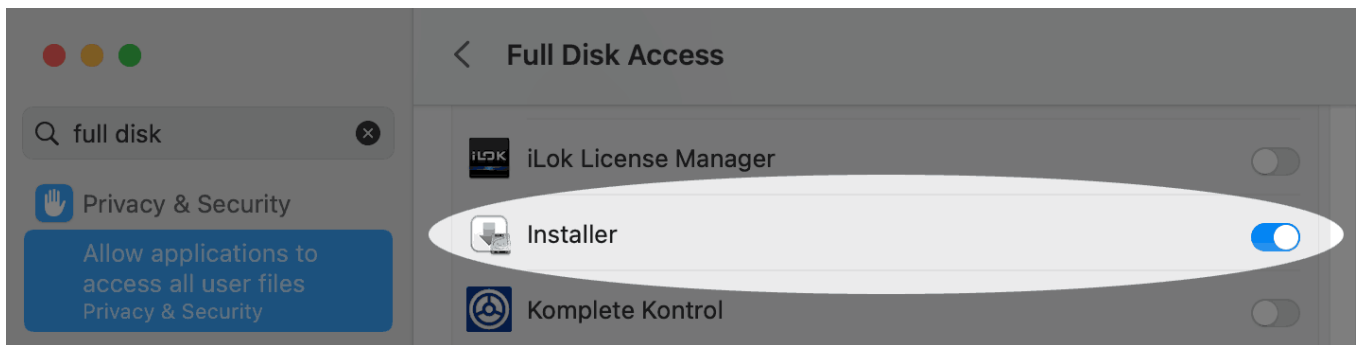


# DORICO



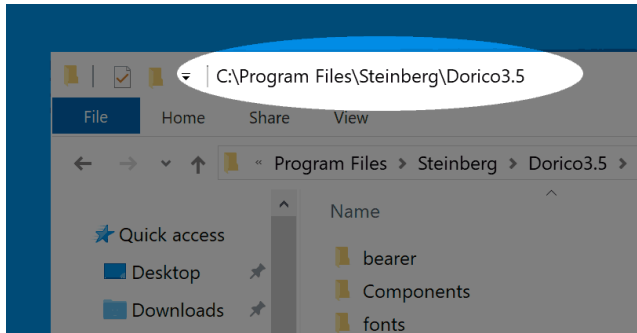
- With a **Rent-to-Own subscription**, you will receive a **subscription-related monthly email**.
- **There's a link** beneath "*X Additional Payments of \$10.75 every Month*".
- Please **follow this link** to manage your subscription.
- This is how you **update your payment details** or **cancel your subscription**.

# DORICO

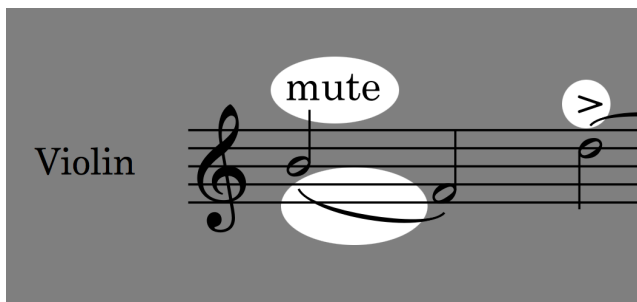


- If installation on macOS fails unexpectedly, Apple's *Installer* application may have insufficient disk privileges.
- Installing from a **Dropbox folder** is a potential cause.
- Granting *Full Disk Access* privileges in *System Settings* resolves it.

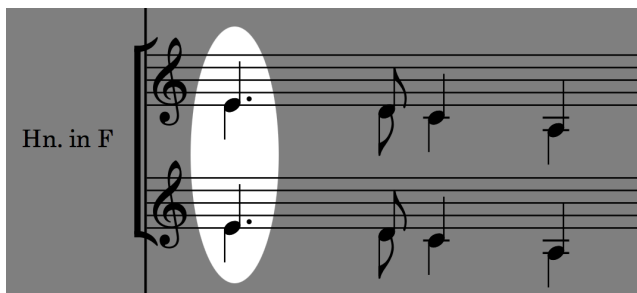
# KNOWN ISSUES IN DORICO



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

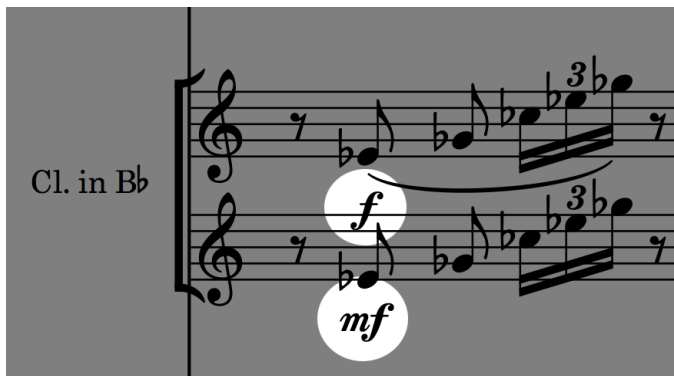


- Multiple articulations at the same time is **only possible with NotePerformer 3.2** or higher.
- Additionally, if you open a document saved with an older version of NotePerformer, you must make sure that your document's **NotePerformer expression map is at least version 12**. Please see our previous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



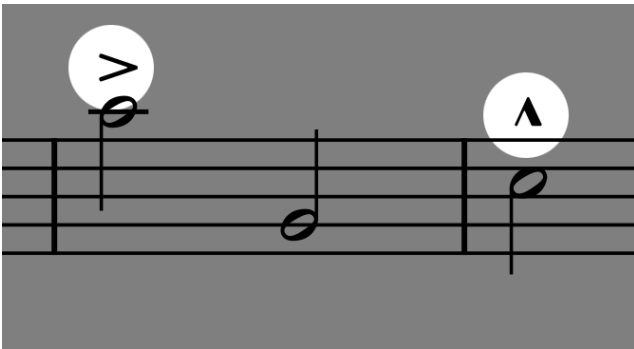
- Unison notes are **performed solo**, even when using different voices.
- This is the **expected behavior** in Dorico.
- We hope to see a workaround to this in a future version of Dorico.

# KNOWN ISSUES IN DORICO

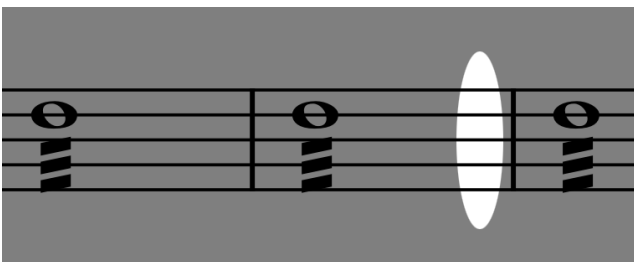


- Dorico may **collapse** grand staves to a single staff in playback.
- If a single *Layout > Solo Player* is assigned to multiple staves in Dorico, these staves **share a common MIDI channel**.
- What this means is, all articulations unavoidably **spill over to the other staves** in playback—including 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 slashed 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



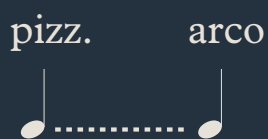
## TENUTO



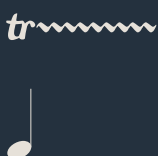
## LEGATO



## PIZZICATO



## TRILL



## GLISSANDO (CHROMATIC)



## ARPEGGIO



# ARTICULATIONS IN DORICO

## COL LEGNO

col legno    arco



## SNAP PIZZICATO



## FLUTTER-TONGUE

flz.    ord.



## HARMONICS (WRITTEN PITCH)

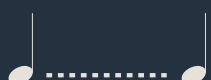


## ARTIFICIAL HARMONICS

**NO MAPPING**  
available in Dorico

## MUTE (ALT. 1)

mute    open



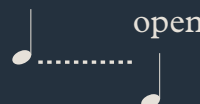
## MUTE (ALT. 2)

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

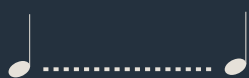
## GUITAR EFFECTS

**USE OUR SCRIPT**

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

## DÉTACHÉ

détaché      ord.



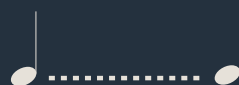
## a2, zu 3, ...

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

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

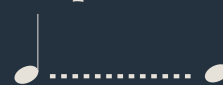
## SUL TASTO

sul tastò      ord.



## SUL PONTICELLO

sul pont.      ord.





# ARTICULATIONS IN DORICO

## DETUNE (CENTS)

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

$CC102=X \dots CC102=0$

# GUIDE FOR PLAYBACK ENGINES



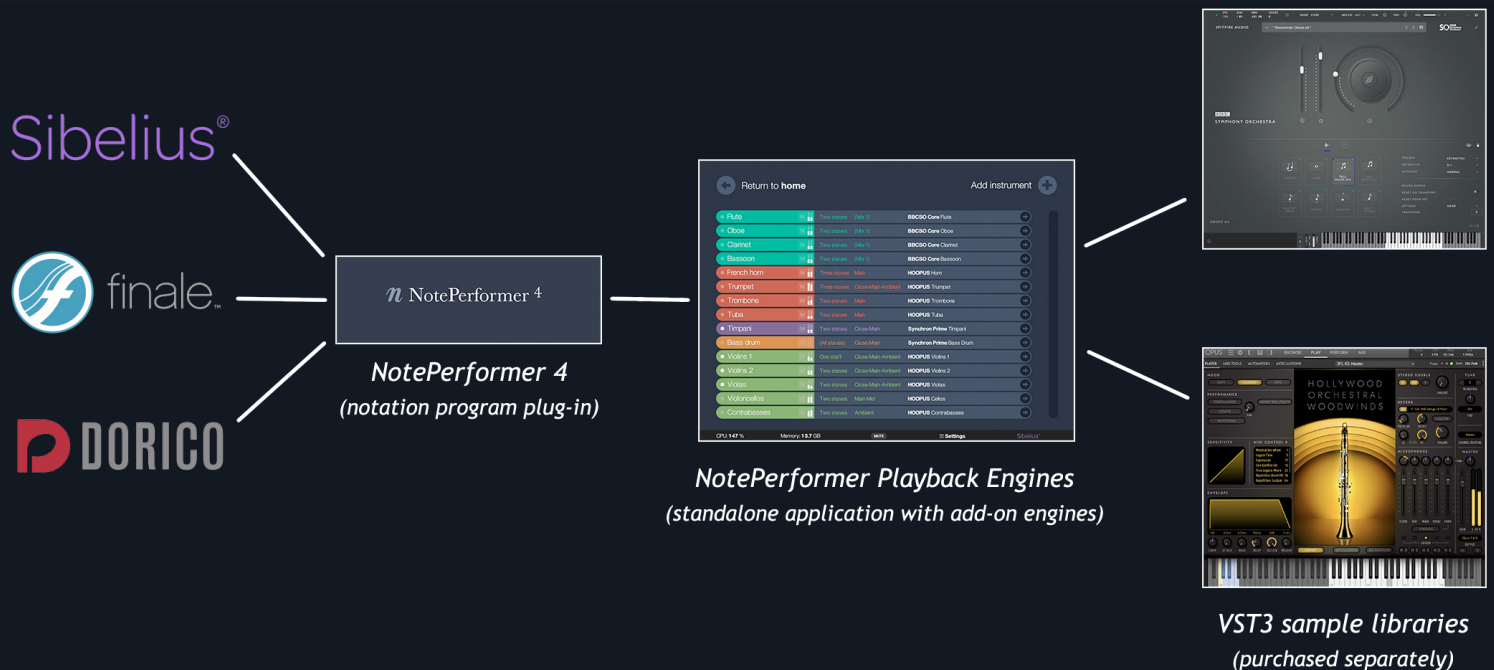
# PLAYBACK ENGINES

Our Playback Engines were  
created with these sample-library  
versions:

BBC Symphony Orchestra Core →	BBC Symphony Orchestra 1.7.0
BBC Symphony Orchestra Professional →	BBC Symphony Orchestra 1.7.0 (may freeze during loading) (significant single-mic RAM use compared to Core)
Berlin Orchestra Berklee Edition →	SINE Player 1.1.2 (significant RAM use)
Cine Series for Musio →	Musio 1.10.0
Cine Series for Kontakt →	Kontakt Player 7.6 (turn off 'VST3 Multiprocessor') CineBrass CORE/PRO 1.8.0 CineHarps 1.1.0 CinePerc 1.3.0 CinePiano 1.0.1 CineStrings CORE 2.0.0 CineStrings Solo 1.3.0 CineWinds CORE/PRO 1.4.0 (brass requires both CORE and PRO)
Cinematic Studio Series →	Kontakt Player 7.6 (turn off 'VST3 Multiprocessor') Cinematic Studio Brass 1.0.0 Cinematic Studio Piano 1.0.0 Cinematic Studio Solo Strings 1.0.0 Cinematic Studio Strings 1.7.1 Cinematic Studio Woodwinds 1.3.0
Hollywood Orchestra Opus Edition →	Opus Software 1.3.4 (Opus Diamond/ComposerCloud+ or equivalent)
Iconica Sections & Players →	HALion Sonic 7.0.0.283 Iconica v1 (significant CPU use in idle) (limited interface responsiveness)
Iconica Sketch →	HALion Sonic 7.0.20 Iconica Sketch v1 (significant CPU use in idle) (limited interface responsiveness) (significant RAM penalty)
Nucleus →	Kontakt Player 7.6 (turn off 'VST3 Multiprocessor') Nucleus 1.2.0
Spitfire Symphony Orchestra →	Kontakt Player 7.6 (turn off 'VST3 Multiprocessor') Spitfire Symphony Orchestra 1.0.0
Synchron →	Synchron Player 1.3.526
Synchron Prime →	Synchron Player 1.3.526
SYNCHRON-ized Special Edition 1 →	Synchron Player 1.3.526

# PLAYBACK ENGINES

## FLOW CHART

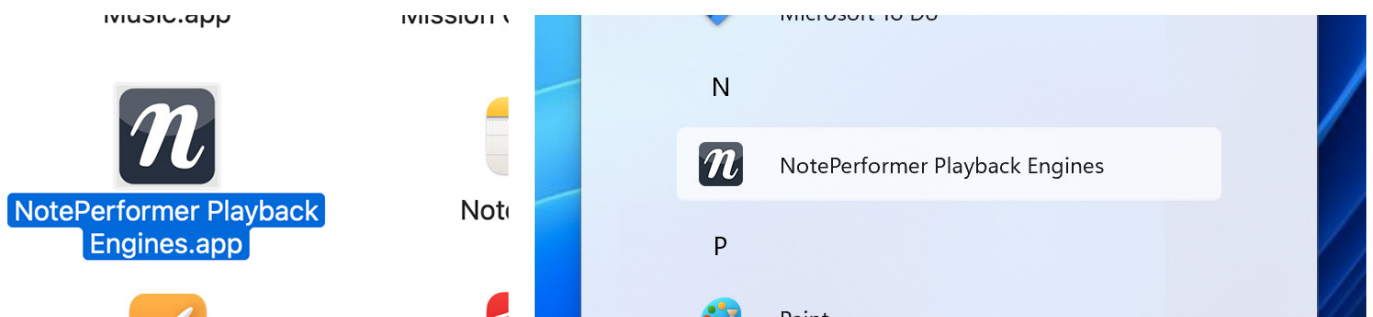


**‘NotePerformer Playback Engines’** is an alternative to loading VST3 plug-ins directly into your notation program. We can host the VST3 with a targeted playback engine (an add-on purchase). It’s a superior experience to having your own *Sound Sets*, *Expression Maps*, or *Human Playback Rules*.

**It requires third-party VST3 sample libraries bought from other developers** (we don’t sell samples). You also need our add-on Playback Engine for hosting that VST3 in *‘NotePerformer Playback Engines’*.

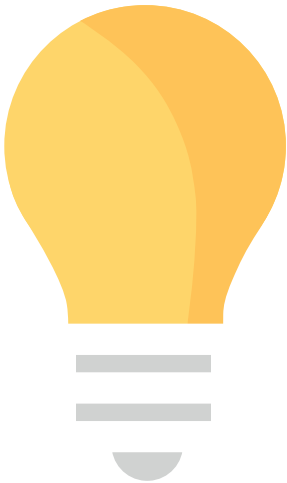
**You can replace one or more sounds with a VST3.** Unassigned instruments fall back to NotePerformer’s built-in sounds.

# PLAYBACK ENGINES



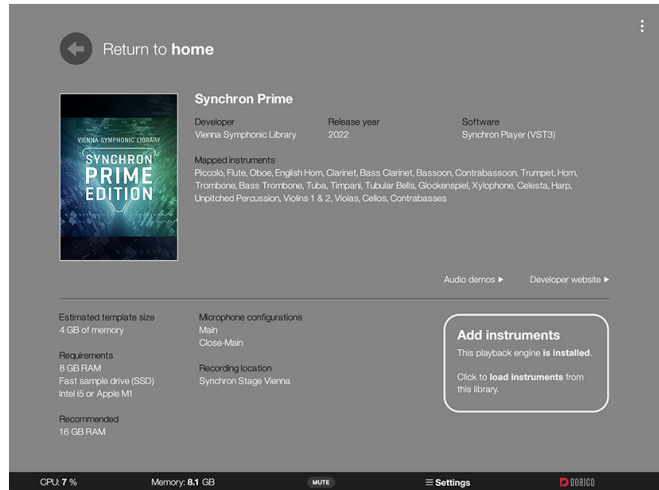
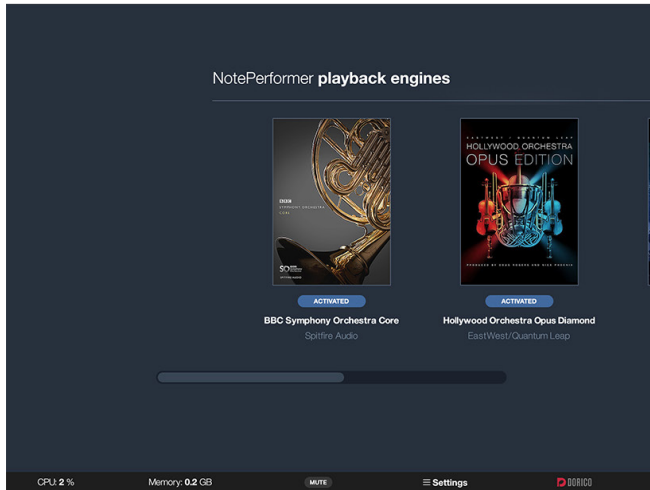
- The *NotePerformance Playback Engines* application is installed with NotePerformance.
- **Run it in the background** when you want to incorporate high-end sample libraries with NotePerformance.
- **We include a sound library so you don't need to use this application.** It's a power-user extension.

# PLAYBACK ENGINES



- We want you to know that...
- **Deep-sampled libraries piece together *thousands of samples***, some with artistic flaws. You will encounter inconsistencies. *Sample libraries are music production tools*—timing and dynamics are only approximate.
- **Samples can't perfectly replace NotePerformer's built-in sounds.** Our engines are for those who want that particular library and understand its limitations. The samples can be better, worse, or different from NotePerformer.
- **We support only fast SSD hard drives** for sample libraries (4.8 Gbit/second or 500 MB/second). External SSD drives must connect to USB 3.0 ports or faster. USB hubs may cripple speeds.
- **An engine may use 50 Gigabytes of RAM memory for an orchestra.** Not enough RAM means only a few third-party instruments can be loaded at a time.
- **A powerful computer is required.** Please pay attention to *our* system recommendations. They may be significantly higher than the manufacturer's requirements.
- **NPPE is a rule-based AI that sequences music. Its main feature is speed and convenience.** A skilled musician can find ways to sequence music more intelligently in a DAW if given unlimited time to solve the same task.

# PLAYBACK ENGINES



- **You must first purchase the associated sample library.** Our playback engine *doesn't include any sounds*.
- **From NotePerformer Playback Engines**, you load third-party VST3 plug-ins into NotePerformer.
- **Our associated Playback Engine is also required.** It's an add-on purchase ranging from \$69 to \$89.
- **You can try all playback engines for free** in an *unlimited* number of 1-hour sessions, with limitations:
  - The sounds unload after 1 hour.
  - You cannot mix-and-match libraries.
  - You can only save, not load templates.
  - Audio exporting is muted.
  - Stem exporting is disabled.
- **Please ensure the sample library works in the manufacturer's standalone player** before using it with NotePerformer.

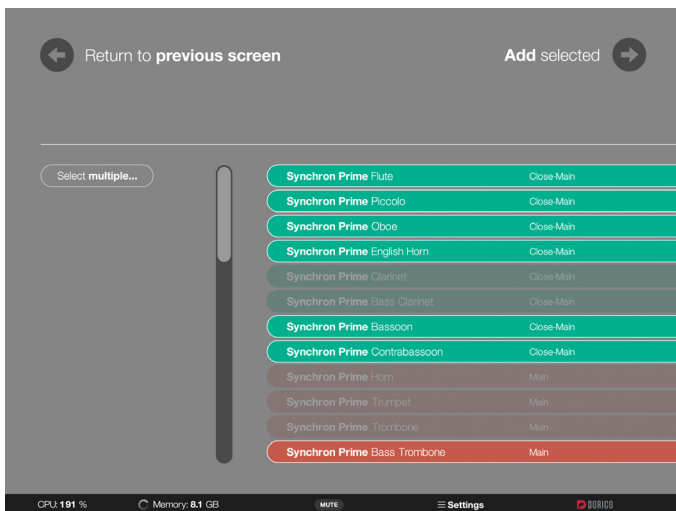
# PLAYBACK ENGINES



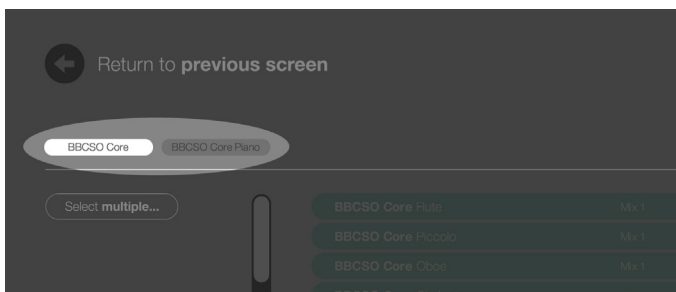
- **NotePerformer's *Playback Engines* replaces** the hosting of VST libraries directly in your notation program.
- You no longer need targeted *Sound Sets*, *Expression Maps*, or *Human Playback Rules*.
- **NotePerformer serves as an intermediate** between your notation program and your high-end library.
- **Samples are separated from the notation program.** You don't reload samples between projects. Your documents stay lean without heavy VST settings. VST crashes don't risk the integrity of your documents. Samples are closed, opened, and reloaded independently from your notation program and the projects you open or close.
- As far as possible, our engines have **unified dynamics and articulation**. We select and combine library patches intelligently to fit the musical context, and strive for *NotePerformer-compliance*.
- **Sample libraries are supplemented** with extension *NotePerformer-technologies* such as microtuning and brass mutes.



# PLAYBACK ENGINES

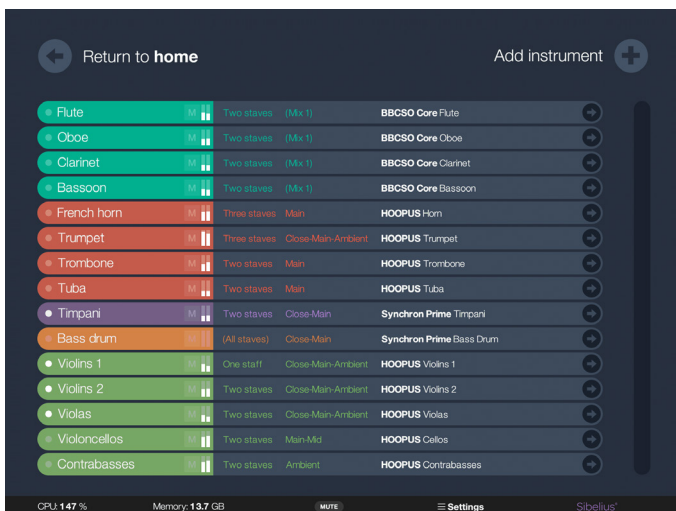


- This is the ***add instruments screen*** for a playback engine.
- **Select the instruments** you want to load.
- From the “**Select Multiple...**” menu, you quickly select or deselect entire instrument families.
- For multi-microphone libraries, you may also select what *microphone configuration* to use.



- Some playback engines draw from multiple sample libraries.
- Use the **filters** to hide any sample libraries you don't own.

# PLAYBACK ENGINES



- Loaded sounds are represented as slots.
- Each slot maps to **one or more staves** in your score (MIDI channels).
- **From this screen**, you set up how staves in your score should map to different sample libraries.
- Your *NotePerformer Playback Engines template* can combine many different sample libraries.

# PLAYBACK ENGINES

This means that the slot overrides the *Trumpet* sound in NotePerformer

Bypass

The uppermost *three* trumpet staves are routed to this slot.

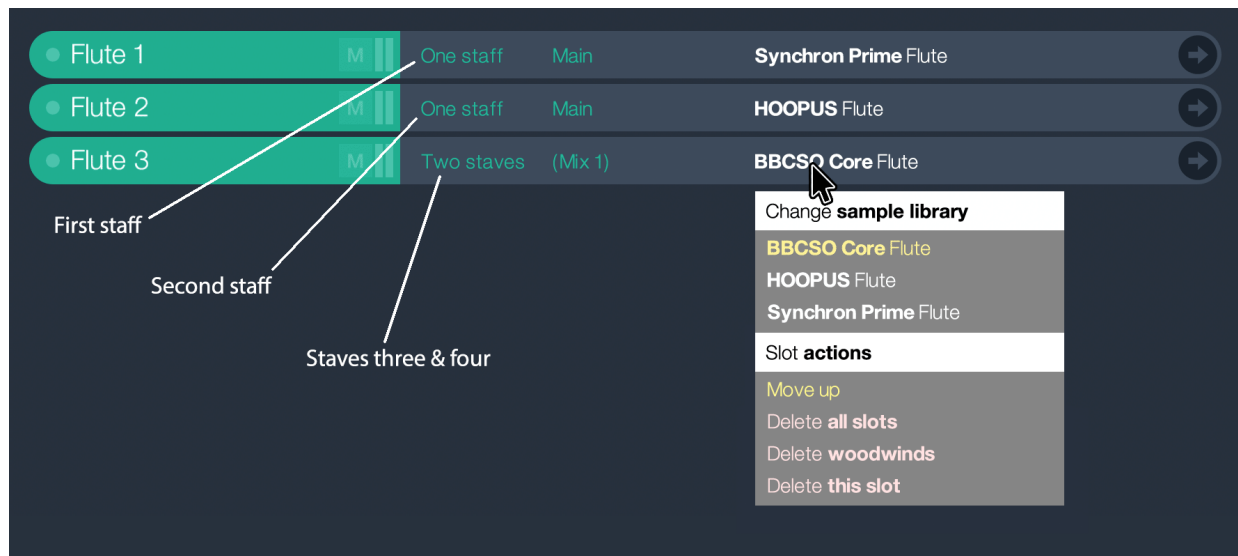
We're using the "Mix 1" microphone from the sample library.

The sample library is **BBCSO Core** by Spitfire Audio.

Slot settings

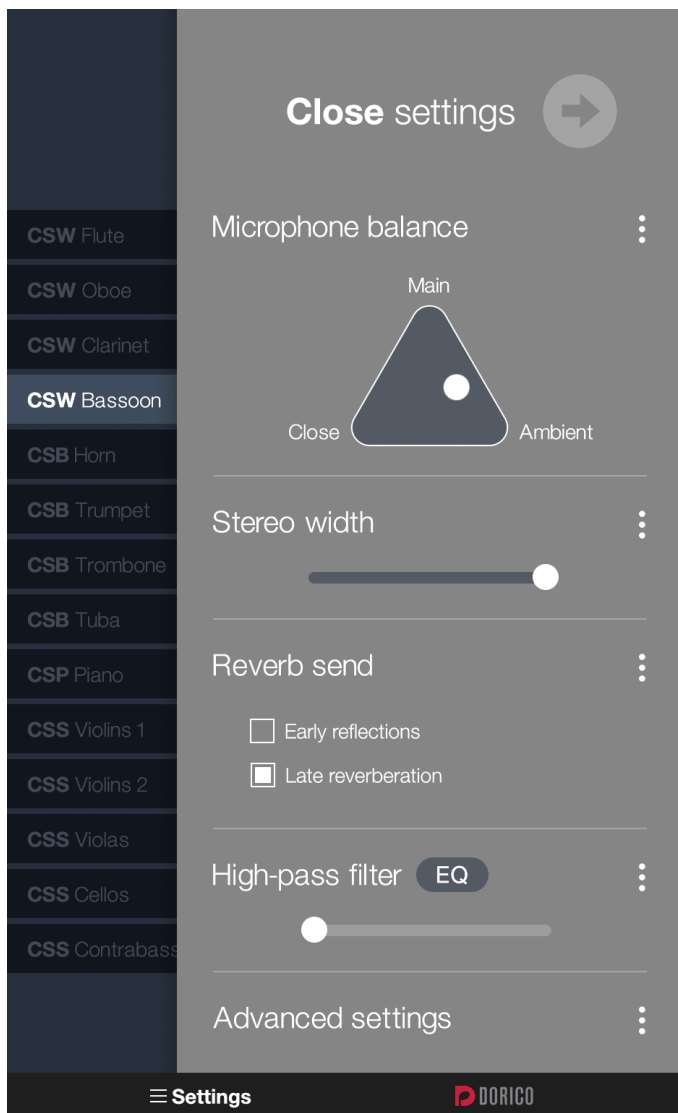
- **Staves routed to the same slot** are automatically managed for solo vs. section playback.
- **Solo and section samples** are selectively used and with an appropriate balance for the number of players.
- **One slot per instrument type** is customary unless you want to layer multiple sample libraries. Each slot may serve up to six staves.
- **Playback engines produce a staccato sound on note entry.** You can use it to identify what staves are connected to an external library.

# PLAYBACK ENGINES



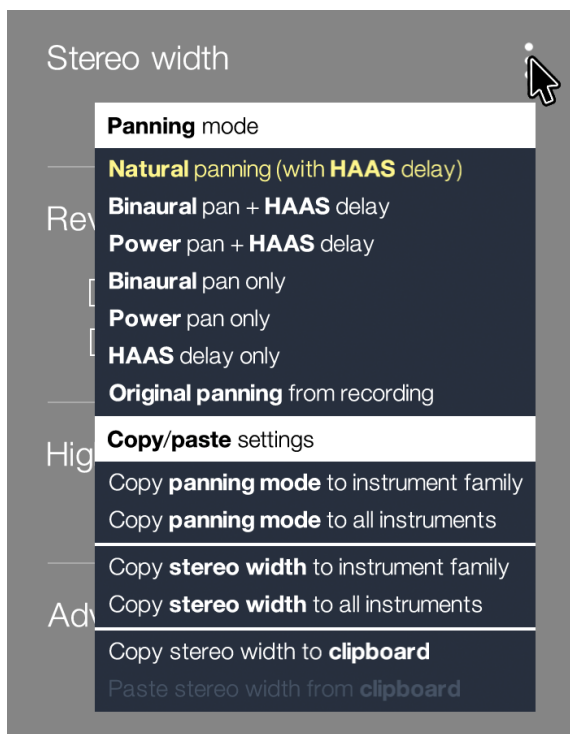
- **Sample-library layering** can be done with multiple slots of the same kind.
- You access the **sample libraries** from different staves.
- The overshooting staves fall back to NotePerformer's default playback.
- Multiple slots **should target different samples** to avoid phasing. Please leave it to NotePerformer to manage multiple staves drawing from the same samples.
- Click on the *sample program* to open the ***Change sample library*** menu. It's a multi-purpose menu for *changing* sounds, *deleting* slots, or *changing the order* of same-kind slots.

# PLAYBACK ENGINES



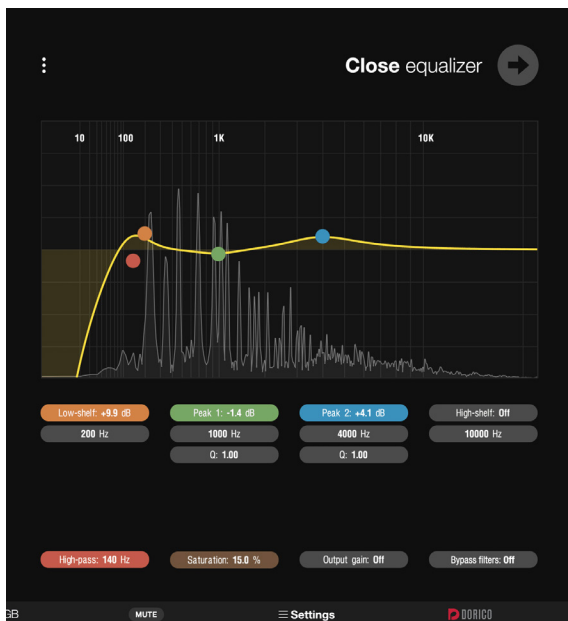
- The arrow button opens the slot's settings.
- Customize the stereo width, microphone balance, EQ, reverb behavior, panning mode, and more.
- When applicable, the slot has a **microphone balance editor**. Our software automatically adapts the total volume.
- The three-dot menu is available for most editors. It presents additional options, such as **copying those settings** to *all instruments* or the *instrument family*.
- By default, sounds are routed to NotePerformer's reverbs. *Early reflections* is a short reverb that adds density (roominess). *Late reverberation* is a long reverb that adds tail.
- The **EQ button** opens the *parametric equalizer* and *spectrum visualizer*. It's covered in a separate article.

# PLAYBACK ENGINES



- The **stereo-width menu** includes options for the panning mode.
- **Natural panning + HAAS delay** is the default mode of operation in NotePerformer.
- **Power panning** means changing the left/right channel balance by altering the volume. This is ordinary panning.
- **Binaural panning** means the sound is equalized for the left/right ear. It sounds more natural than power panning but is limited in width.
- **HAAS delay** means panning through timing differences. It exploits the *precedence effect*; natural to human hearing and recording techniques with spaced microphones.
- **Original panning** means microphones are presented as recorded. Only close microphones are panned.

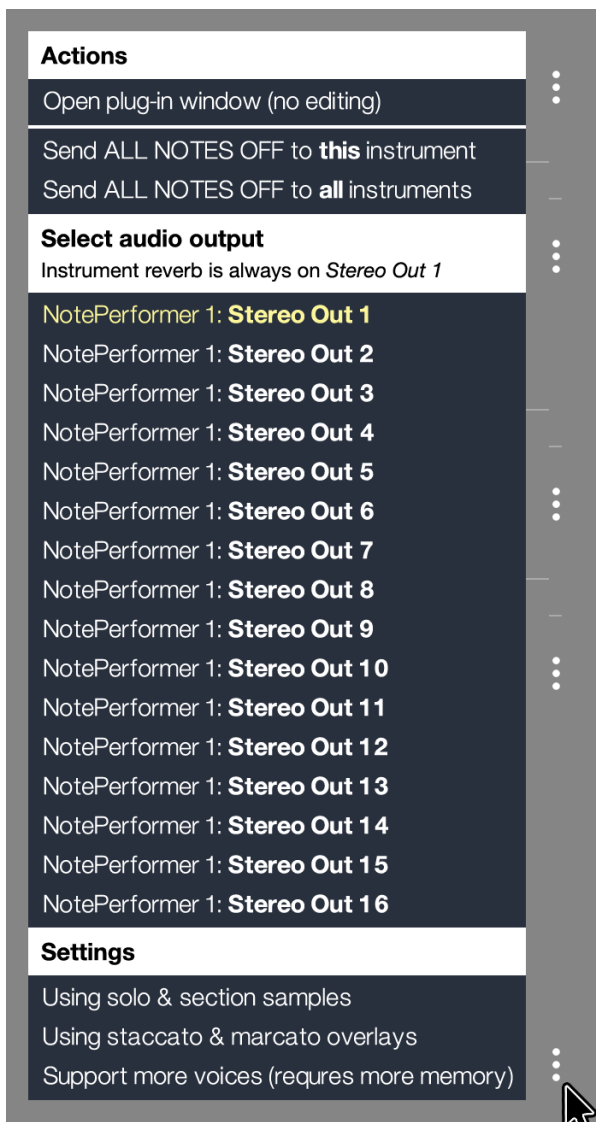
# PLAYBACK ENGINES



- Slots have a parametric equalizer.
- *Drag or mouse wheel* to alter values.
- *Double-click* to reset a value.
- *Bypass filters* is for A/B testing.
- *Output gain* is for custom template-balancing.
- The three-dot menu is for copying and pasting EQ configurations between instruments.
- Includes an **FFT visualizer**.
- *Click-and-hold on the visualizer* to isolate a frequency region. This feature is good for finding disturbing frequencies.
- **Saturation brightens the sound by harmonic distortion.** It adds “air” but may produce unwanted distortion if overused.

*If you want saturation by default, you can save your default value from the three-dot menu in the equalizer.*

# PLAYBACK ENGINES



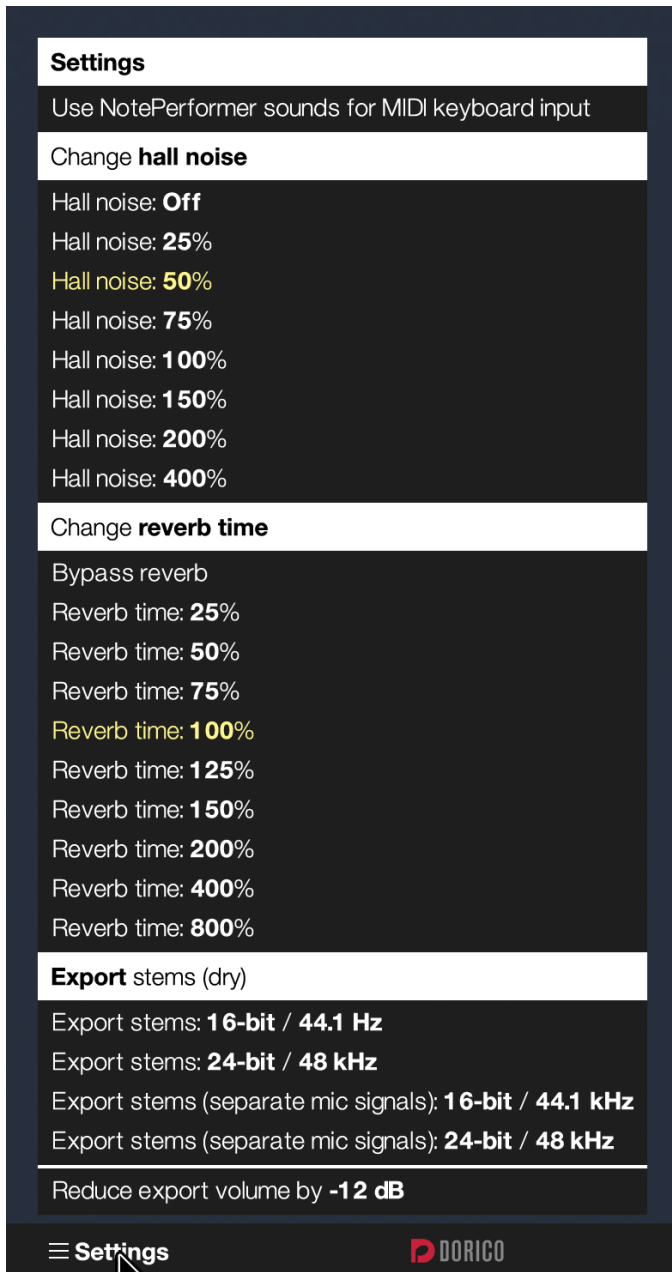
- The **‘Advanced settings’** menu includes additional options and features for the instrument.
- You can **open a plug-in window for basic problem-solving**. Edits don’t affect playback and are reverted once the window is closed.
- **While currently only applicable to Dorico**, slots can be routed to different stereo outputs.

*Audio is always outputted by the first NotePerformer instance, even if the MIDI was produced by a higher NotePerformer instance.*
- The stereo output labeling in Dorico doesn’t currently match that of NotePerformer, but it resolves to unrelated instrument names. It’s a known problem.
- **Instruments with solo and section samples** have the item ‘Using solo & section samples,’ indicating that both are used. You may force the instrument to solo or section samples by toggling this option.
- **Staccato and marcato overlays may be turned off** if you don’t want short samples to be contextually layered with long notes.
- **Support more voices** adds extraneous plug-in instances to the slot. This flag may be required for slots with unusually high polyphony (large chords).

*Even without this flag, a slot will use many plug-in instances. NotePerformer uses multiple instances to support **polyphonic legato** and **individual-note processing**.*

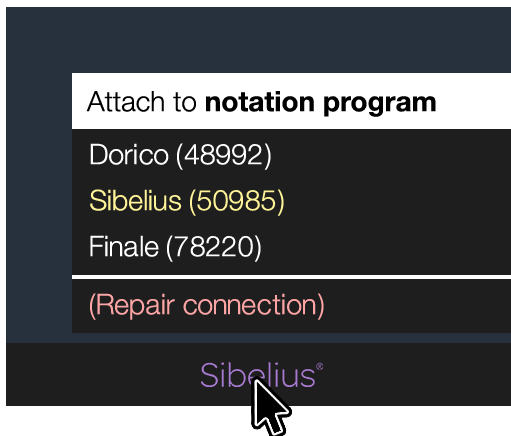


# PLAYBACK ENGINES



- The **settings menu** in the footer is for global features.
  - *Hall noise* adds a gentle room tone to avoid dead silence between samples.
  - *Reverb time* scales the length of NotePerformer's reverb.
  - **Export stems** bounces all slots to individual WAVE files. They can be split into microphone signals if applicable to the sample library.
- Stems are exported without room noise or added reverb.*
- If **bounces overshoot**, there's a flag for reducing the export volume by -12 dB.

# PLAYBACK ENGINES



- **With concurrent notation programs**, the playback engine automatically attaches to whatever program initiates playback.
- **If there's a problem**, try manually switching notation programs or click *(Repair connection)*.

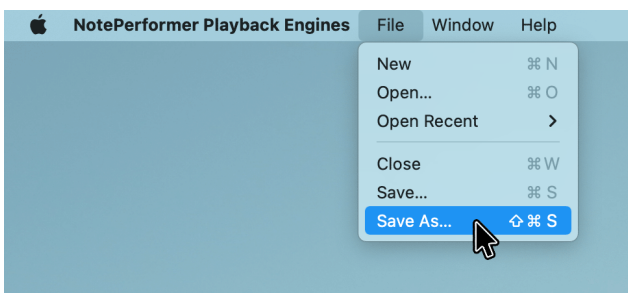


- **The CPU meter is relative to one CPU core** and *may exceed one hundred percent*. A value of 194 % means that 1.94 cores are being used.
- **The spinning memory-loading indicator** means the sample library isn't ready for playback yet.
- **Playback or exports during loading** isn't harmful but may produce silence, dropped notes, or incorrect sounds.

# PLAYBACK ENGINES

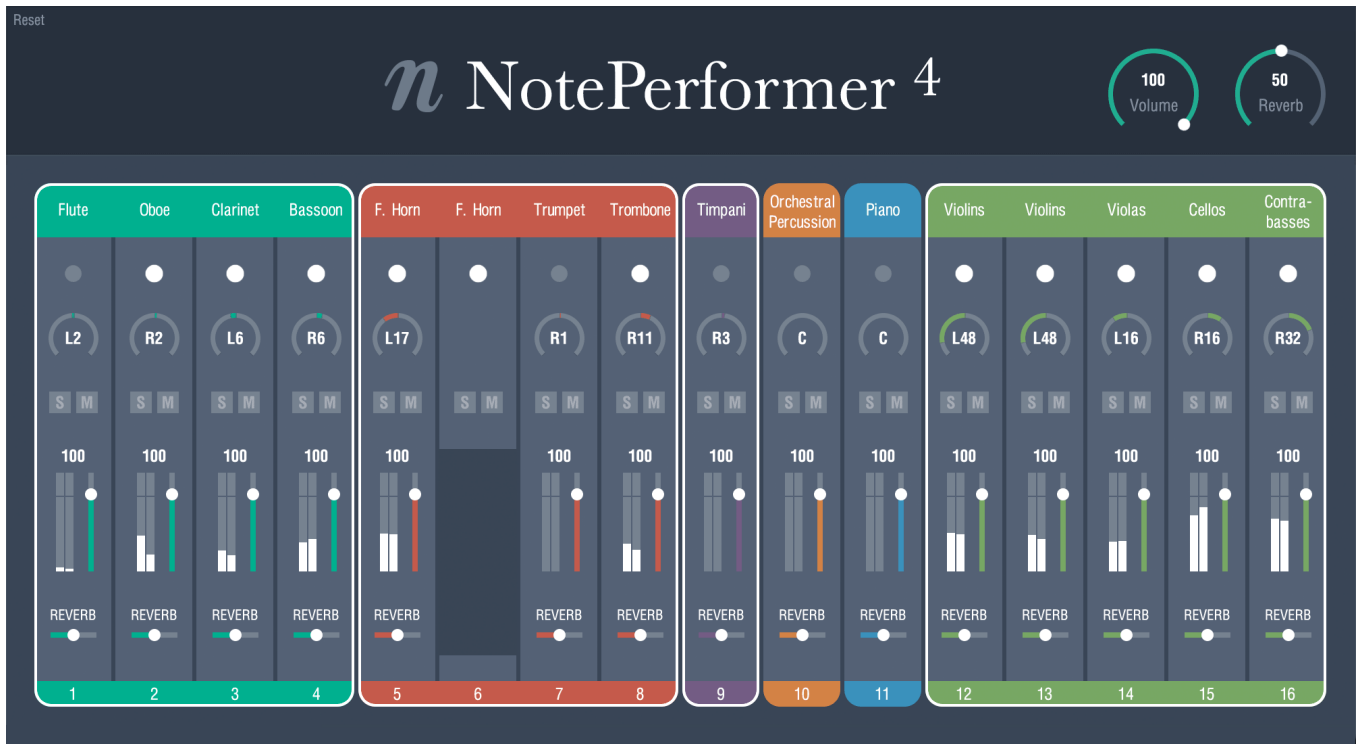
● Anvil	M	(All staves)	(Mix 1)	BBCSO Core Anvil	→
● Bass drum	M	(All staves)	(Mix 1)	BBCSO Core Bass Drum 2 (Hard Mallets)	→
● Clash cymbals	M	(All staves)	Close-Main-Ambient	HOOPUS Crash (19 inch Zildjian)	→
● Concert toms	M	(All staves)	Close-Main	Synchron Prime Concert Toms	→

- **Orchestral percussion slots work differently.**
- **They are assigned per-sound** and serve *all percussion staves* in your score (single-line and compound percussion).
- **The sounds are *exclusive*.** You can only load *one* orchestral snare drum slot into a template.
- **Consequently, a compound percussion staff** may draw sounds from various sample libraries.
- **Unlike orchestral percussion, drum sets are ordinary staves** and can't be mapped to individual sounds. They're mapped to drum sets and follow ordinary staff count rules.



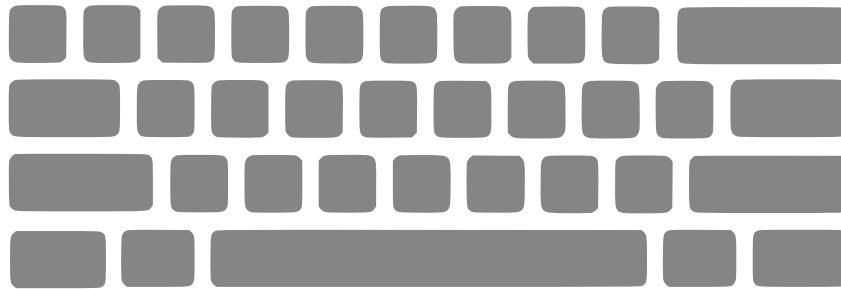
- **Orchestral templates are saved** from the ordinary system dialogs.
- **.np\_template files** are raw text files describing the state. They can be edited by hand to manage templates without interface access, for example, by the visually impaired.
- You can load a template at program startup by naming it **autostart.np\_template**

# PLAYBACK ENGINES



- The screenshot shows the mixer in Finale and Dorico, where a white frame indicates being routed to *NotePerformer Playback Engines*.
- Sibelius uses the integrated mixer with NotePerformer.
- The volume and panning for a slot is taken from the *uppermost* staff routed to the slot. Subsequent staff controllers are disabled. This is also applicable for *Sibelius*.
- **Orchestral-percussion slots is a special case** since they have a different routing methodology which isn't based on staff count. The volume and panning is set on a *per-staff* basis. Use single-line percussion staves if you want to pan them individually.

# PLAYBACK ENGINES



- **A mouse is required**, but there's limited keyboard control.
- The *Up/Down* keys for scrolling or jumping to the previous/next slot when editing settings.
- The *Escape* key returns to the previous screen or closes settings.
- The *+* key equals “Add instruments” for screens having that button.
- The *Enter* key opens the focused library or the centermost instrument slot.
- The *e* key opens/closes the equalizer when editing a slot.
- The *Backspace* key deletes the currently edited slot.
- When adding instruments, instrument families have shortcuts:

*w: woodwinds*

*b: brass*

*p: pitched percussion*

*u: unpitched percussion*

*k: keyboards*

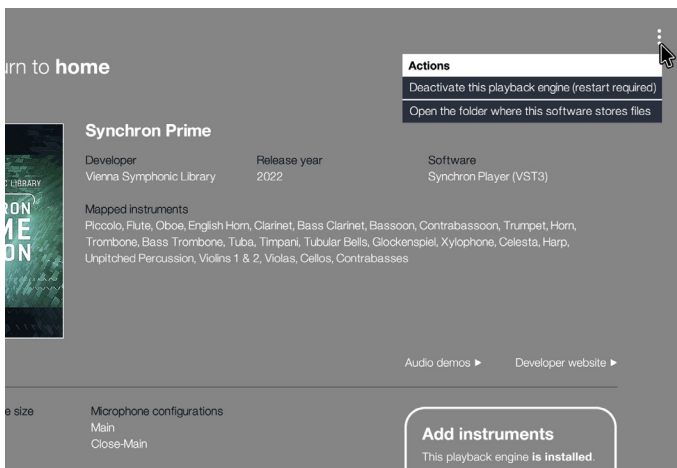
*s: section strings*

*S: solo strings*

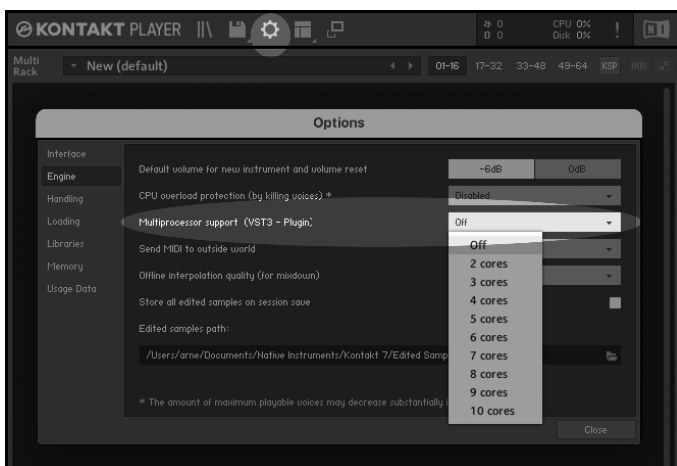
*a: select all*

*Enter: add selection*

# PLAYBACK ENGINES

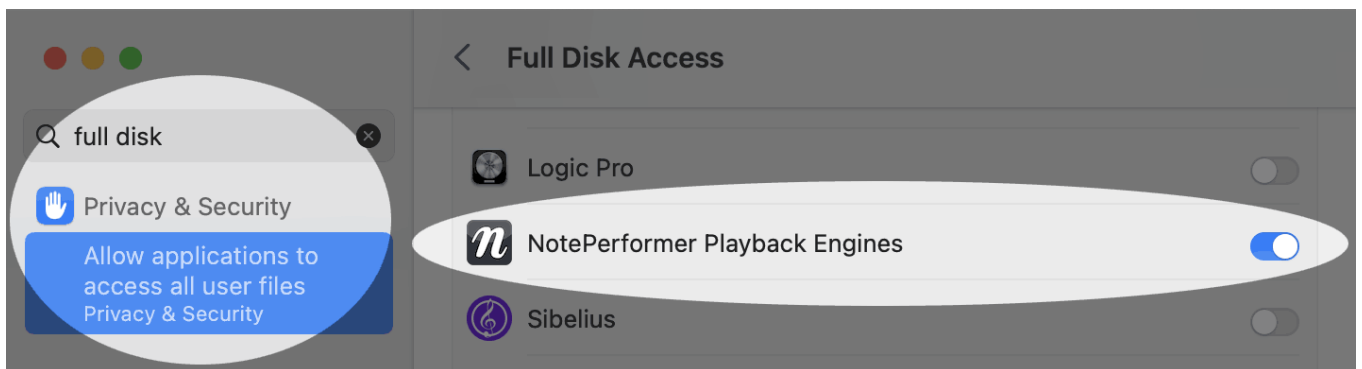


- From the upper-right menu, you can deactivate a playback engine.
- You can deactivate and re-download the playback engine at any time.
- The folder we store files can be opened from the same menu. It's our location for user preferences, bounced stems, saved templates, and downloaded playback engines.



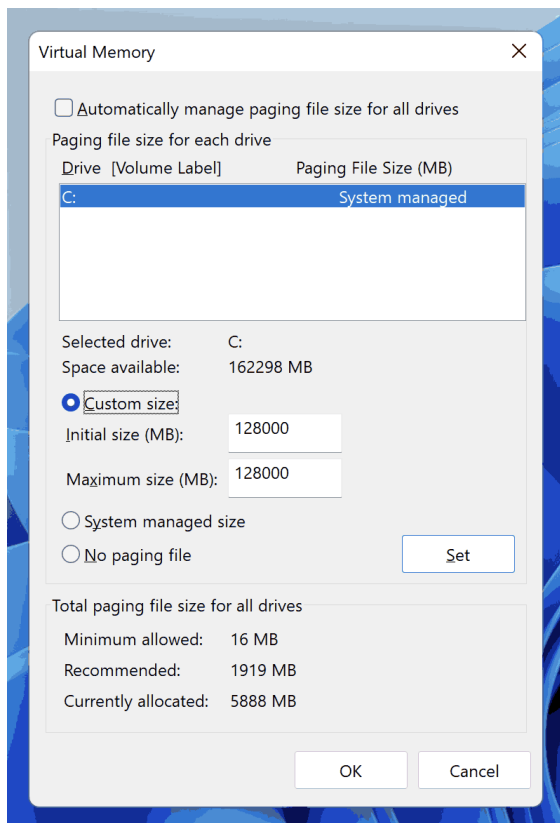
- This applies to Kontakt libraries.
- We recommend disabling *Multiprocessor Support (VST3 - Plugin)* for Kontakt.
- The Kontakt plug-in window can be opened from the instrument slot's *Advanced settings* menu.
- It's a one-time setting.

# PLAYBACK ENGINES



- If samples don't load from external drives or other locations on macOS, try activating *Full Disk Access* for *NotePerformer Playback Engines*.
- You may have accidentally pressed 'Deny' when macOS prompted you for access.
- It's in *System Settings > Privacy & Security > Full Disk Access*.
- The *Full Disk Access* privilege also permits loading samples from external volumes without macOS asking you to allow it.

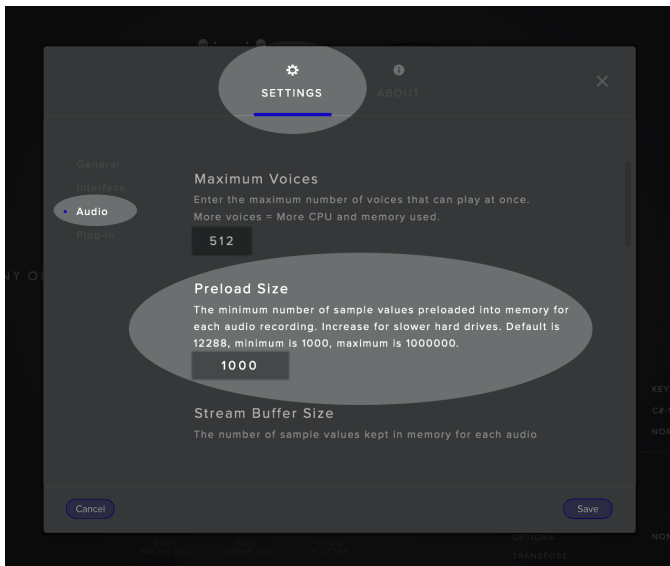
# PLAYBACK ENGINES



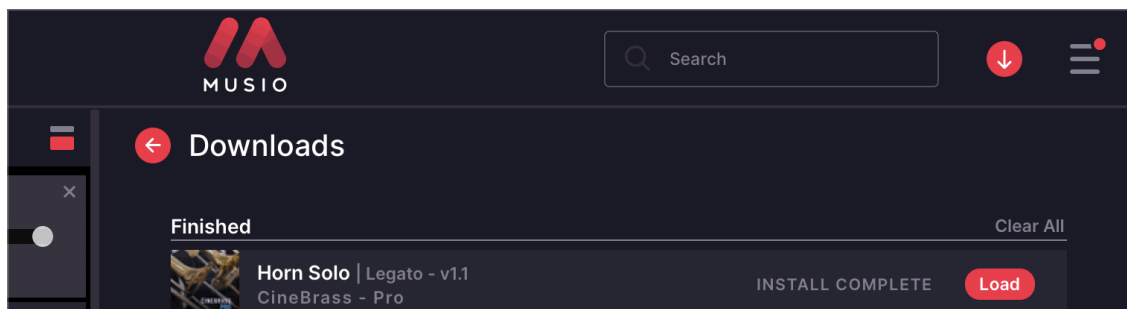
- If your Windows computer has a fast internal SSD drive with lots of free space, you can use the drive to extend your RAM memory by increasing the paging-file size.
- This expert mode is at your own risk and shouldn't be attempted unless you're comfortable.
- The setting is located at: *Settings > System > About > Advanced system settings > Advanced > Performance > Settings... > Advanced > Virtual memory > Change...*
- You uncheck *Automatically manage paging file size for all drives*, select the internal SSD volume and set a custom paging file size for both initial and maximum.
- Assume your system has 16 gigabytes of RAM, and you enter 128000 megabytes for the initial and maximum paging file. Windows now takes 128 gigabytes from your SSD drive and turns it into makeshift RAM memory, making the total available memory  $128 + 16 = 144$  gigabytes. **This setting requires plenty of free space** since 128 gigabytes is taken from the available storage on your SSD.
- An SSD drive is slower than RAM memory. Still, NotePerformer was optimized for streaming without RAM preload, so a paging file might suffice if the drive is high-speed.



# PLAYBACK ENGINES

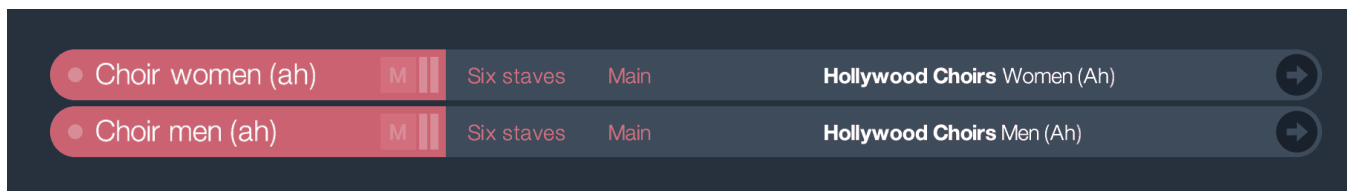


- This applies to **Spitfire Player libraries** such as BBCSO.
- The **Spitfire Player's RAM use can be decreased** by lowering the *Preload Size* to 1000.
- The **Spitfire Player plug-in window can be opened** from the instrument slot's *Advanced settings* menu.
- It's a one-time setting.

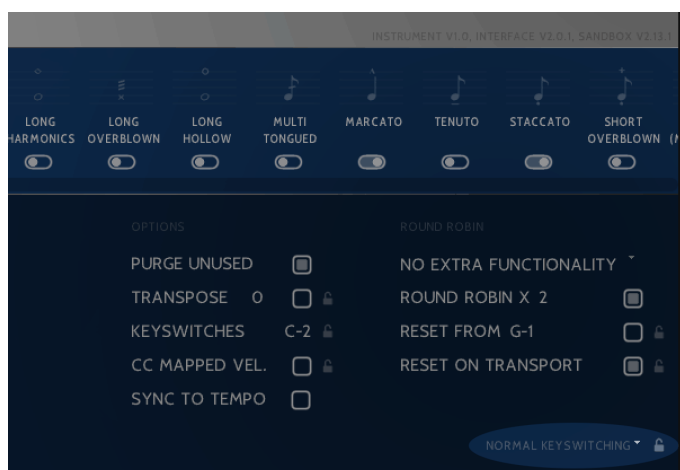


- This applies to **Musio libraries**.
- The required instruments are **automatically downloaded** the first time you load a Musio slot.
- Depending on your connection, this may take a while.
- You can **follow the progress** from the Musio application.

# PLAYBACK ENGINES



- **You should use SATB choir sections in your score** despite a choir being divided into women & men.
- **The soprano and alto sections** resolve to a mutual *Choir women* slot, and vice versa for the men.
- **Solo voices won't resolve to choir slots** since they are reserved for soloist sounds.
- **Use the 'Oh' programs in NotePerformer** to target 'Oh' slots.



- **This applies to Spitfire libraries.**
- **Don't select the padlock** for Keyswitch/UACC method (bottom right).
- **The playback engine won't work** in that mode.