NotePerformer 5

CONTENTS

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.

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
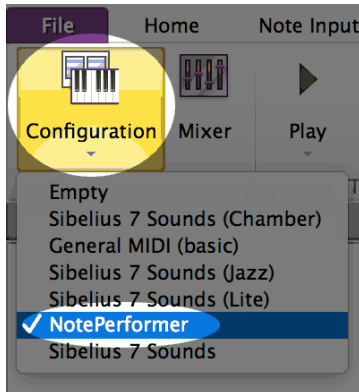
- To get NotePerformer playback in Sibelius, switch to **the *NotePerformer* configuration**.

- 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**.
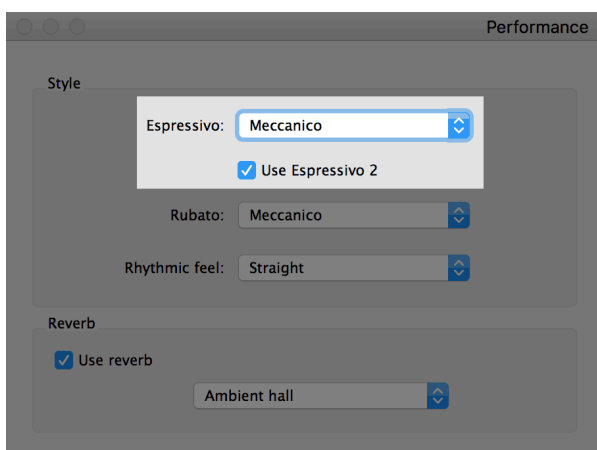
SIBELIUS
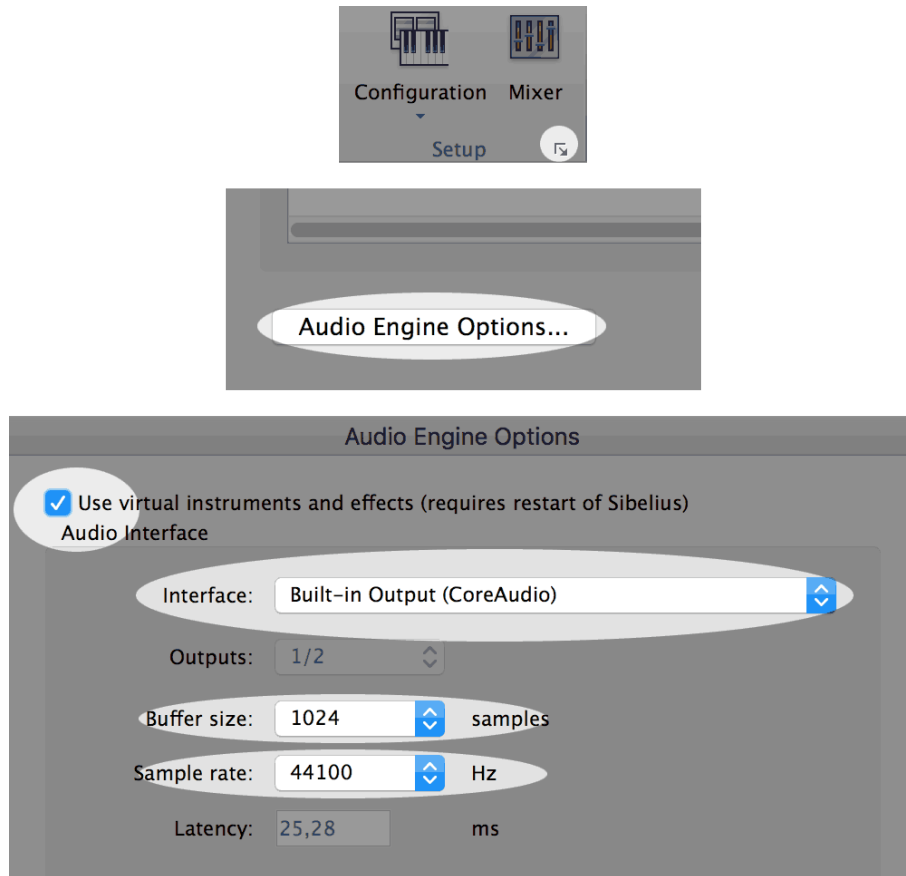
- **If NotePerformer playback isn't working**, step one is to open the *Audio Engine Options* dialog and review your settings.

- **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
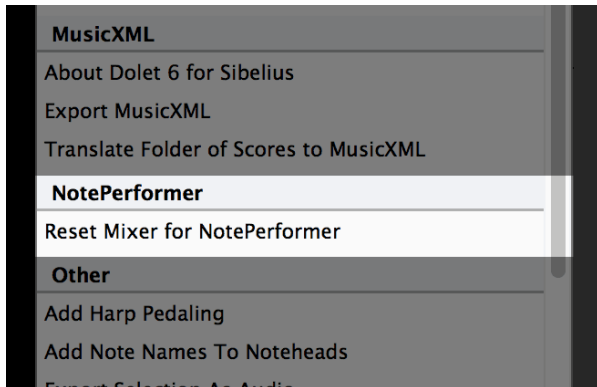
- You can also use our included plug-in to **reset all instruments to a volume of 95**.

- **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.
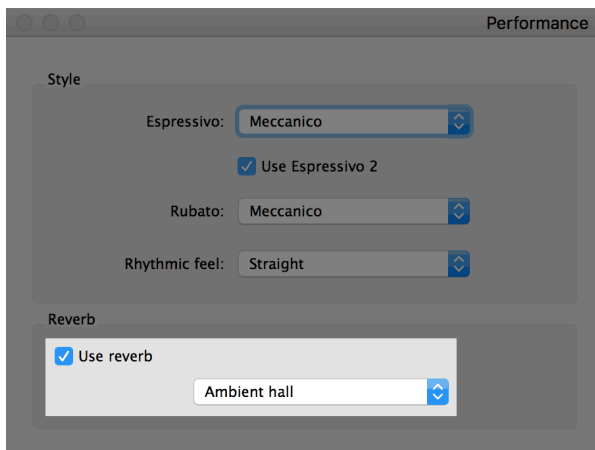
- You can also **change our global reverb level** from the performance dialog.

- 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%).
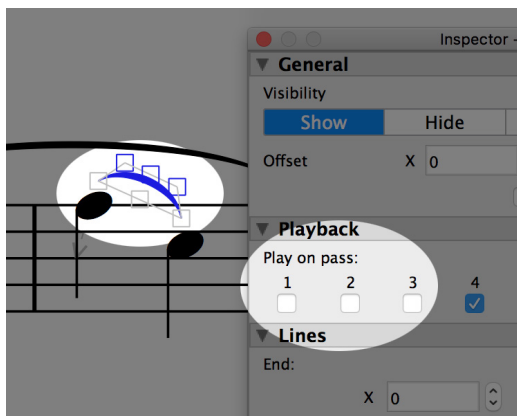
- You can **turn off playback for any item** in Sibelius.

- 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.
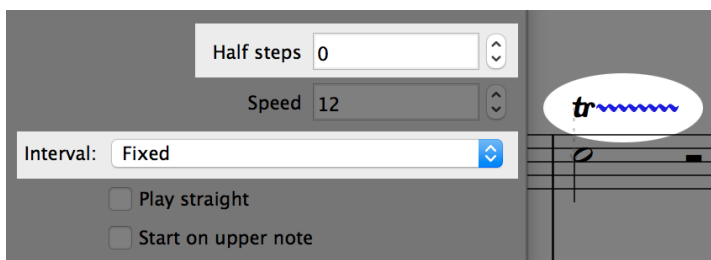
SIBELIUS

- 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.
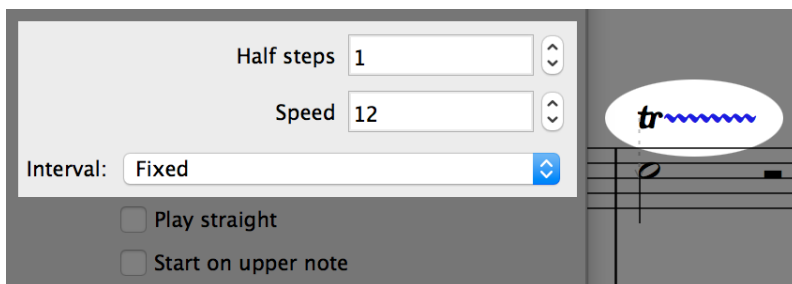
- You can **customize playback of individual trills** in Sibelius, from the Inspector.

- 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**.
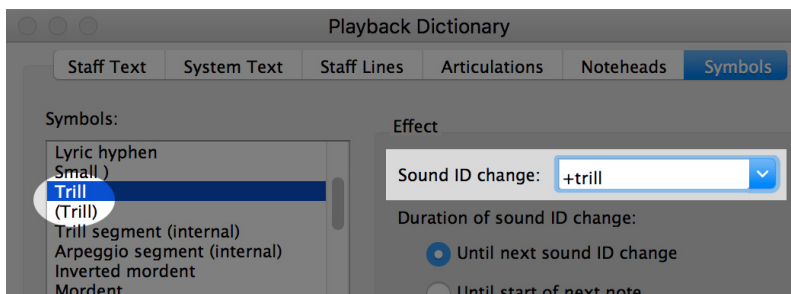

- Trill lines are automatically performed legato—when using NotePerformer—**but trill symbols aren't** because they are missing the appropriate Sound ID change.

- Problem is solved by manually **adding the +trill Sound ID change** to the symbols in the Dictionary.

SIBELIUS
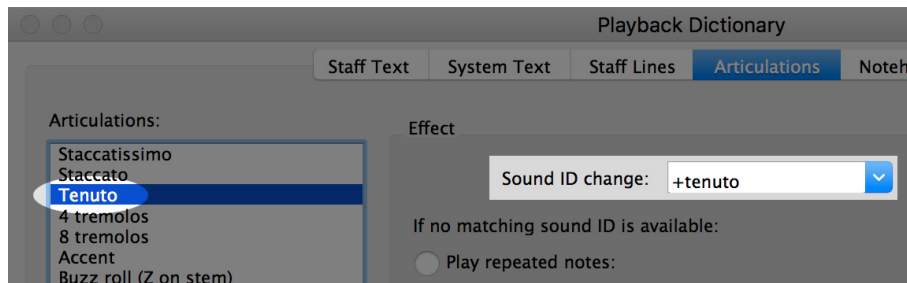
- Scores using an **old House Style** may be missing Sound ID changes for articulations such as *tenuto* and *marcato*.

- 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**.
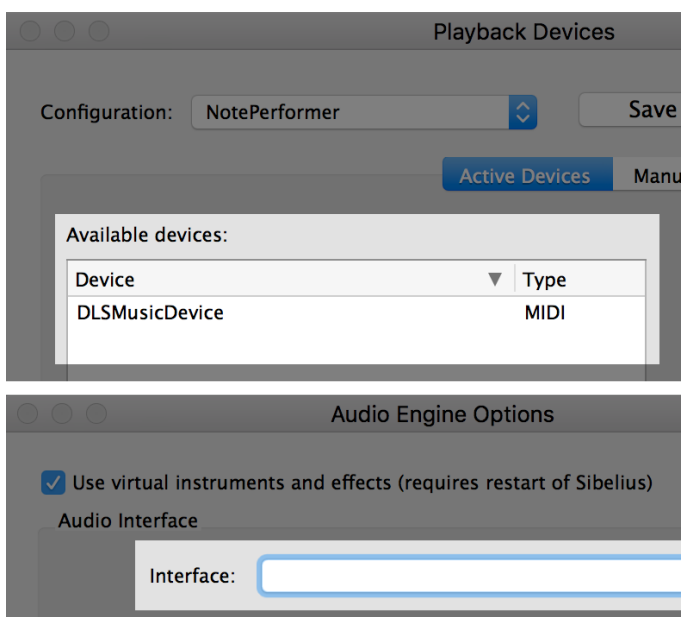
- If you see **only "MIDI" type playback devices** in Sibelius, you may not have an audio interface configured.

- In this state only **General MIDI playback works**.

- Problem is solved by opening the *Audio Engine Options* dialog and **selecting an audio interface**.

- 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
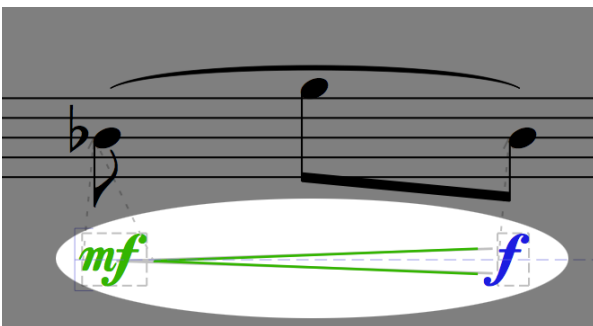
- Dynamics should include **voice 1** when possible.

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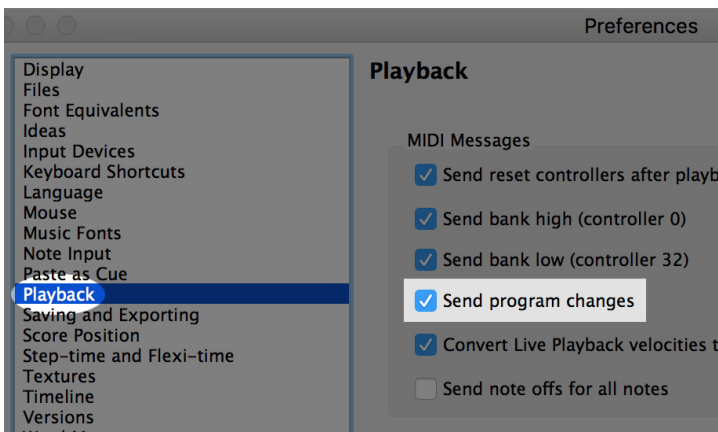

- If sounds are **not assigned correctly** (or always playback as a trumpet sound) you may have inadvertently deselected Send program changes in Sibelius's playback preferences.

- NotePerformer relies on *bank* and *program* MIDI messages, so you must not deactivate these features.

SIBELIUS
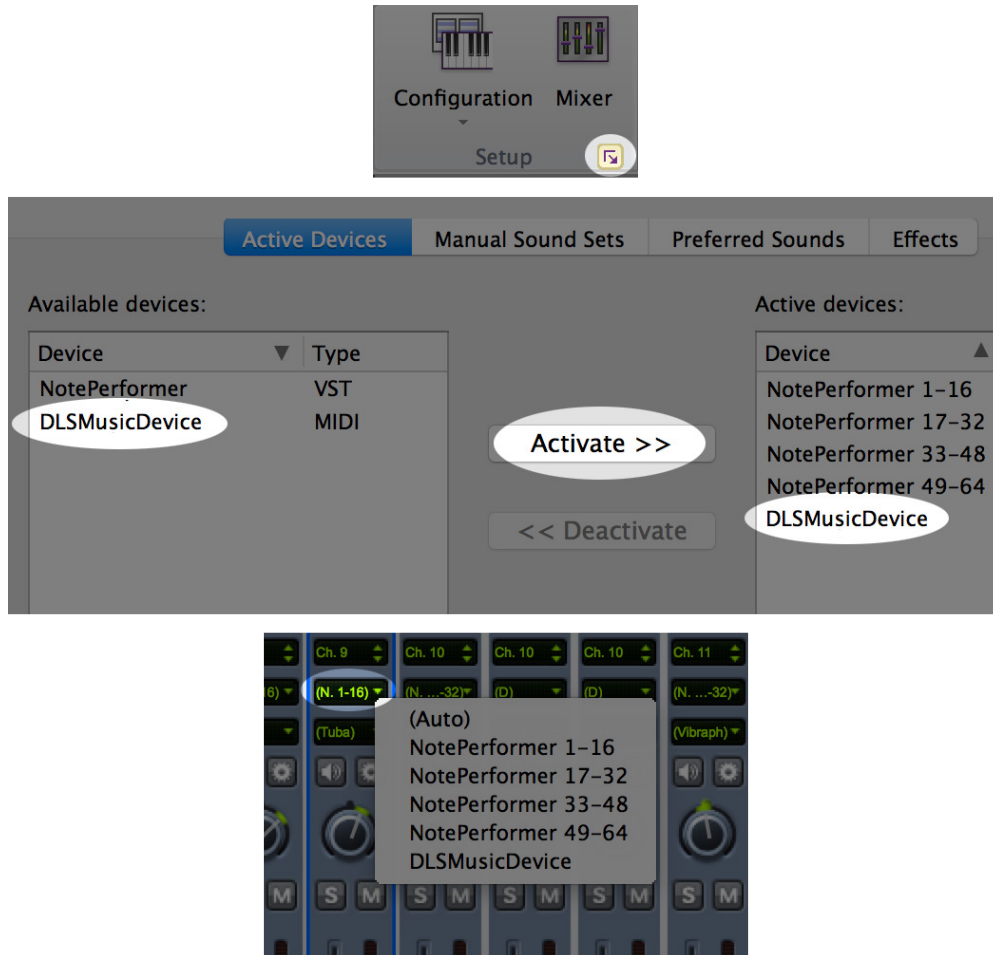
- If you want to **mix sounds from different plug-ins** you add these additional plug-ins to the NotePerformer playback configuration.

- 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.
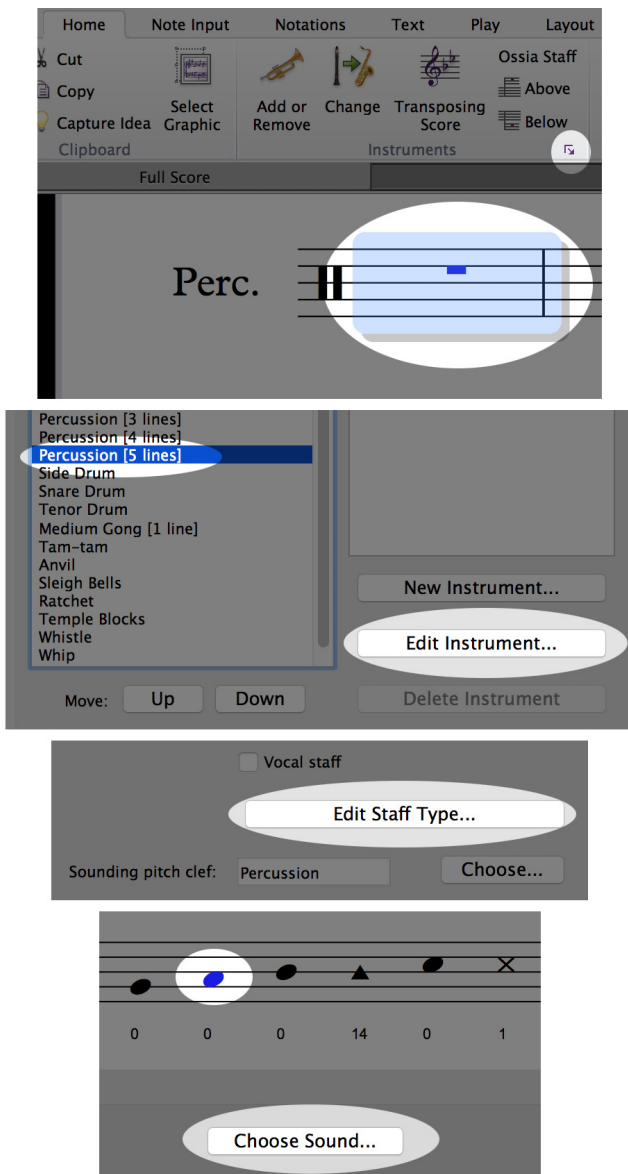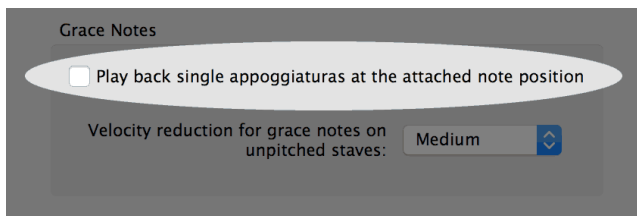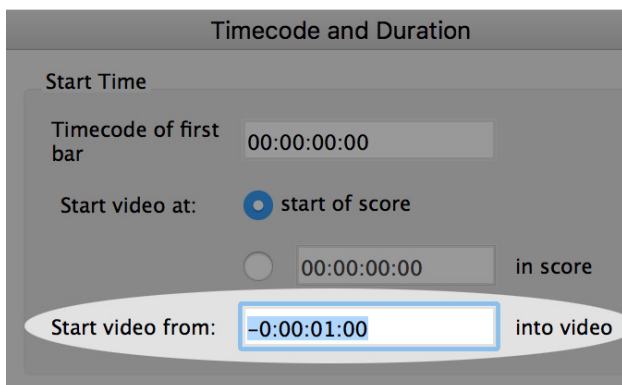
SIBELIUS
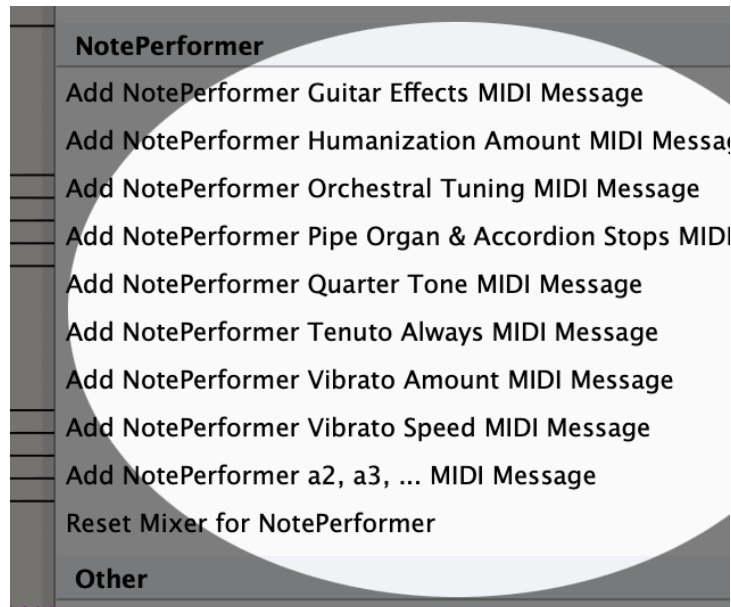
- Our *Plug-Ins* for Sibelius unlock **additional features**.

- 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**.

- **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.
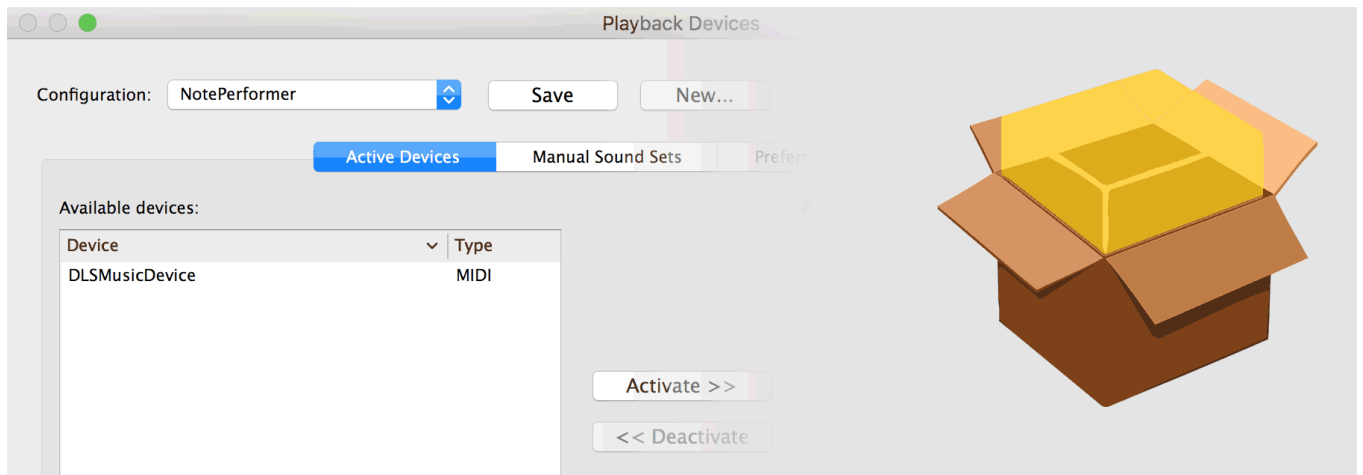
SIBELIUS
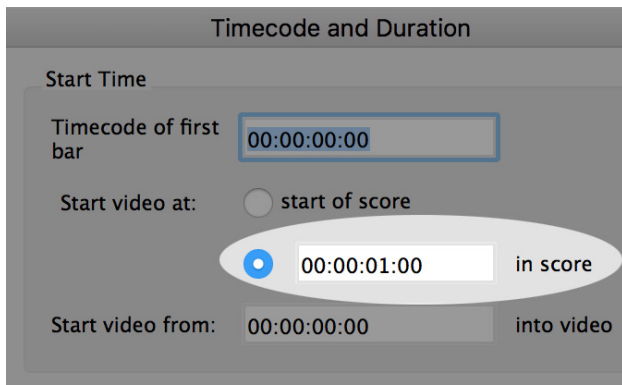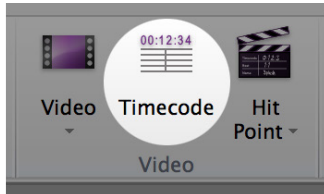
- **Videos may be out of sync** in Sibelius due to NotePerformer's one-second latency.

- **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.
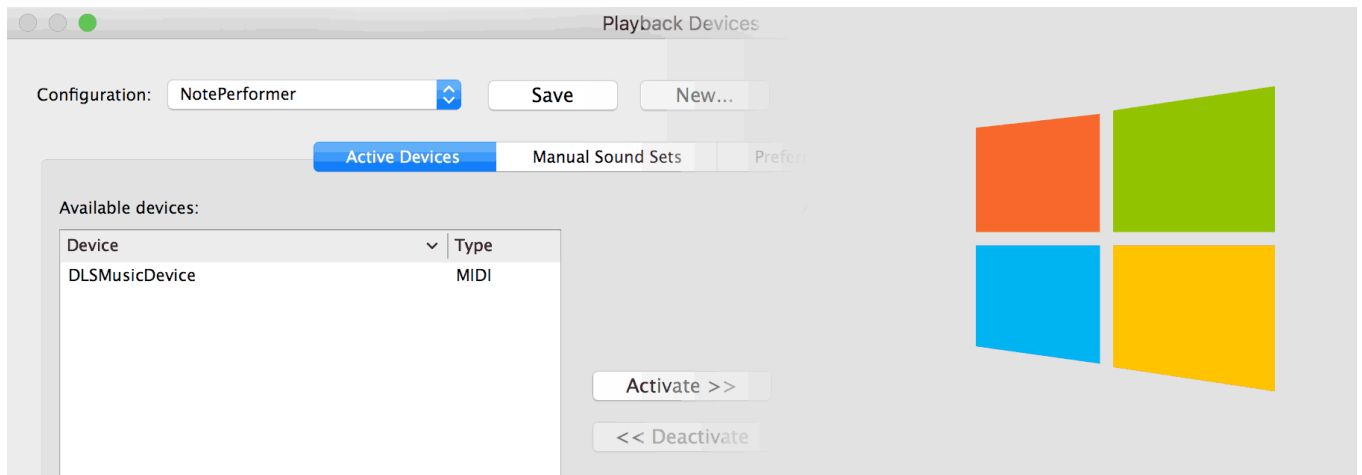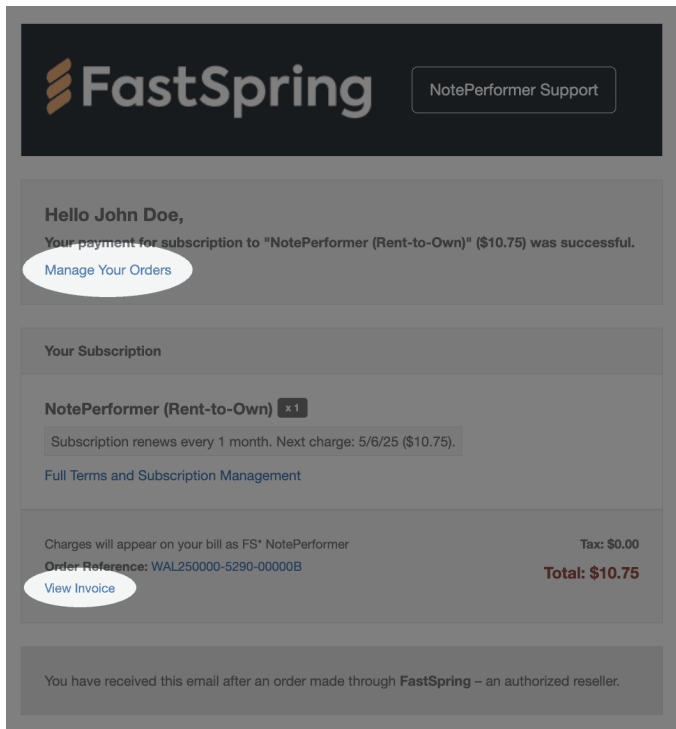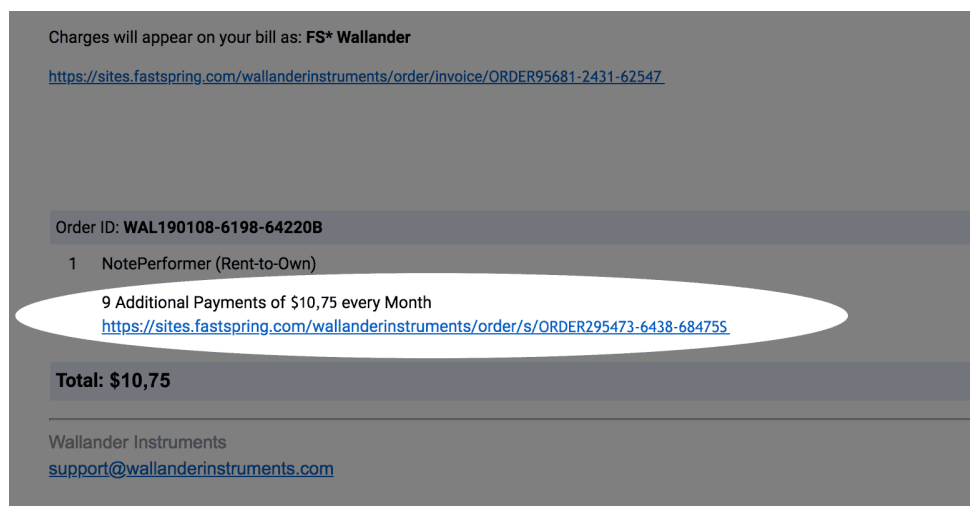
SIBELIUS

- 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
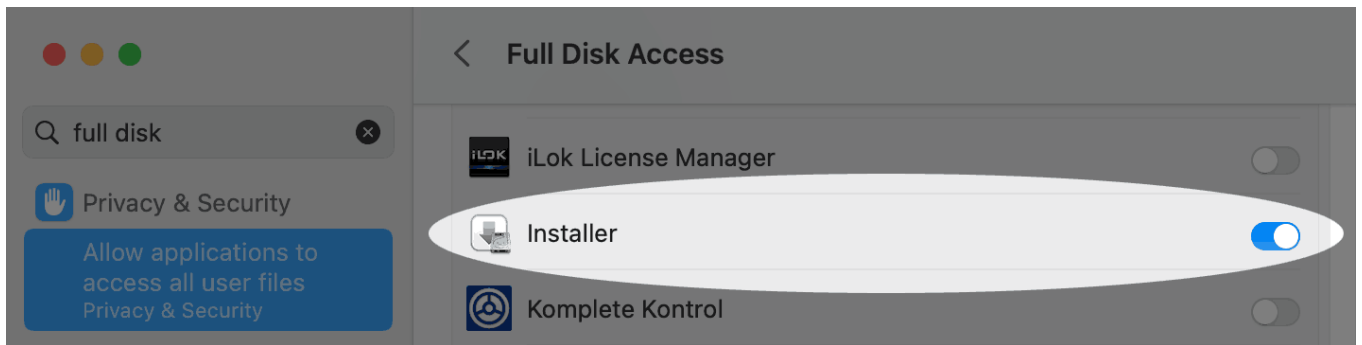
- **If installation on macOS fails unexpectedly**, Apple's *Installer* application may have insufficient disk privileges.

- **Installing from a Dropbox folder** is a potential cause.

- Granting *Full Disk Access* privileges in *System Settings* resolves it.

KNOWN ISSUES IN SIBELIUS
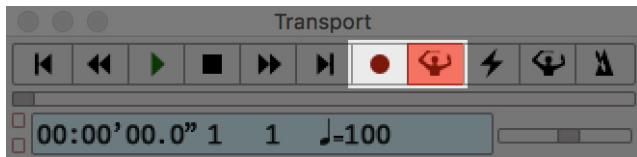
- Prior to Sibelius 2019.4, you **cannot do Live Recording** with NotePerformer as your playback device, due to latency compensation issues.

- 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
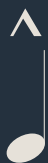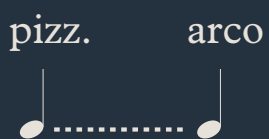
PIZZICATO	TRILL	GLISSANDO	ARPEGGIO

pizz.   arco
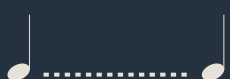
ARTICULATIONS IN SIBELIUS

COL LEGNO

col legno   ord.

SNAP PIZZ. (ALT. 1)

snap pizz.   arco

SNAP PIZZ. (ALT. 2)

HARMONICS (WRITTEN PITCH)
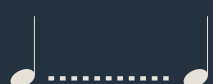
ARTIFICIAL HARMONICS

MUTE (ALT. 1)

mute   open

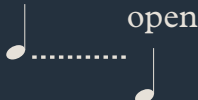## MUTE (ALT. 2)

con sordino
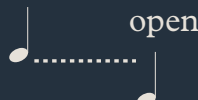senza sordino

STOPPED HORN
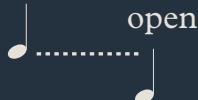
+

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.
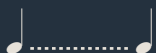
LET RING (ALT. 2)

L.V.   non-L.V.
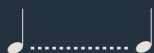
NO VIBRATO

non vib.   ord.

VIBRATO

vib.   ord.

ARTICULATIONS IN SIBELIUS
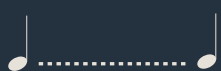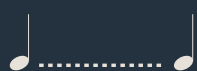
MOLTO VIBRATO	SLAP BASS	INTERPRETATION VARIES	INTERPRETATION VARIES
molto vib. ord.	slap ord.		

FLUTTER-TONGUE (ALT. 1)	FLUTTER-TONGUE (ALT. 2)	PLOP	DOIT
flz. ord.			
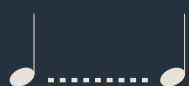
SCOOP	FALL	a2, zu 3, …	VIBRATO DEPTH (OVERRIDE)
		USE OUR PLUG-IN FOR SIBELIUS Home > Plug-Ins > …	USE OUR PLUG-IN FOR SIBELIUS Home > Plug-Ins > …

VIBRATO SPEED (OVERRIDE)	A4 TUNING (HERTZ)	SECONDARY EXPRESSION	ORGAN REGISTRATION
USE OUR PLUG-IN FOR SIBELIUS Home > Plug-Ins > …	USE OUR PLUG-IN FOR SIBELIUS Home > Plug-Ins > …	Range: X=1…64…127 (shift -2 … +2 dynamic levels) ~C110,X ···· ~C110,0	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.
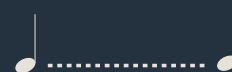
SUL TASTO

sul tasto   ord.
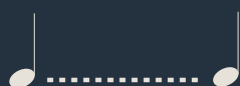
SUL PONTICELLO

sul pont.   ord.
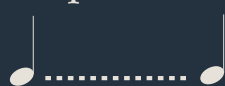
DETUNE (CENTS)

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.

DORICO

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.

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

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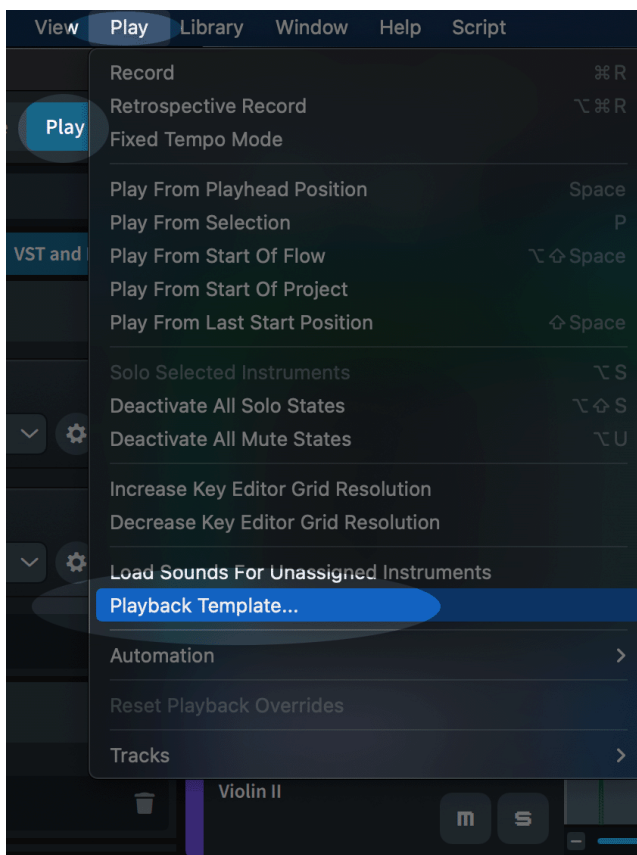
- With **existing scores** you switch to the *NotePerformer* Playback Template from:

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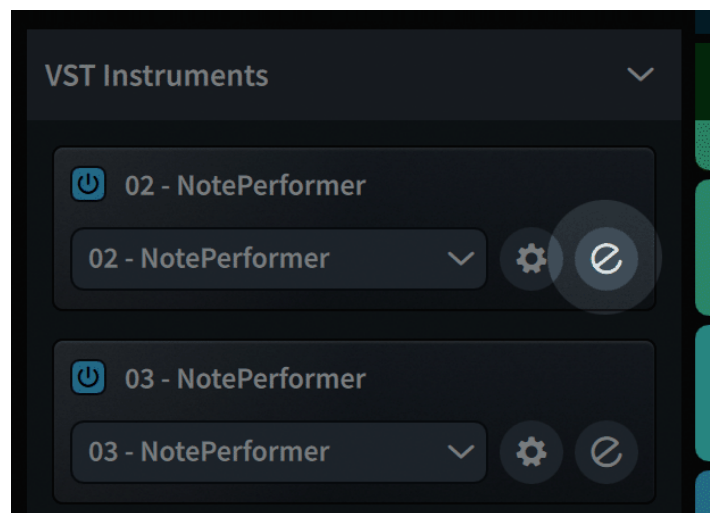
- Re-open NotePerformer's *mixer* by **clicking the 'e' button** next to the bank, in *Play* mode.

- **'e'** stands for '*edit instrument*'.

DORICO
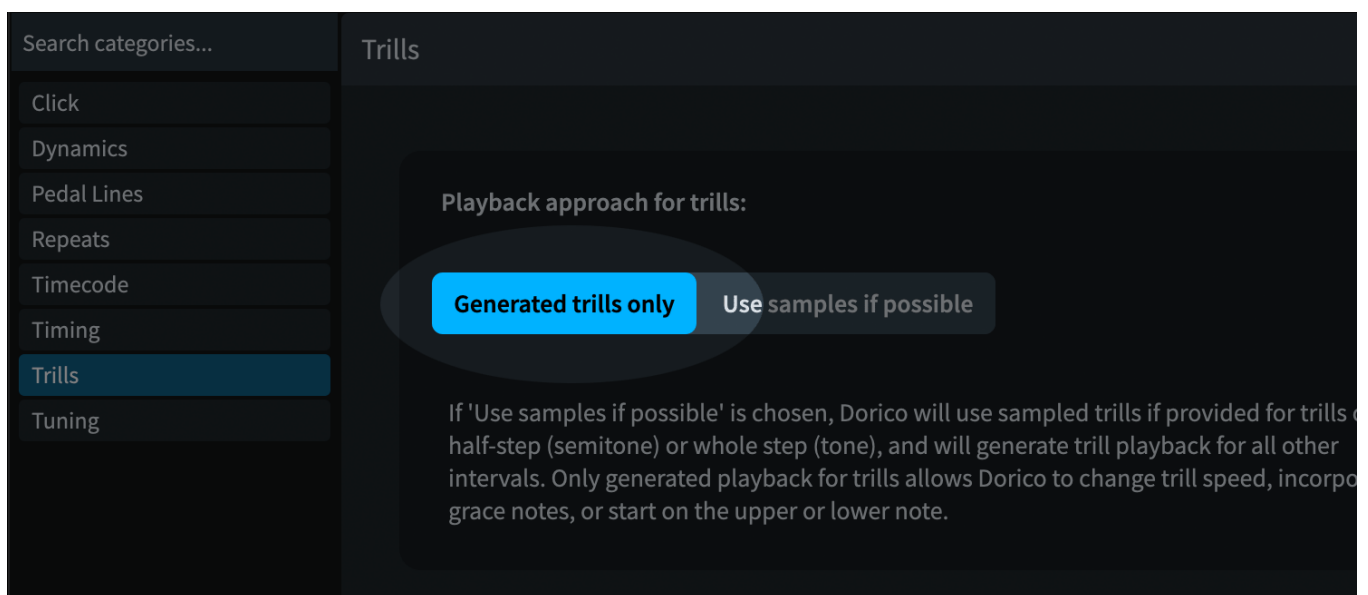
- Trills in Dorico **may not be performed legato** by default.

- 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.

Tremolos

Minimum number of strokes for playback of unmeasured tremolos: 3

Default unmeasured tremolo length:

Fraction of quarter note at 120 bpm: 1/5
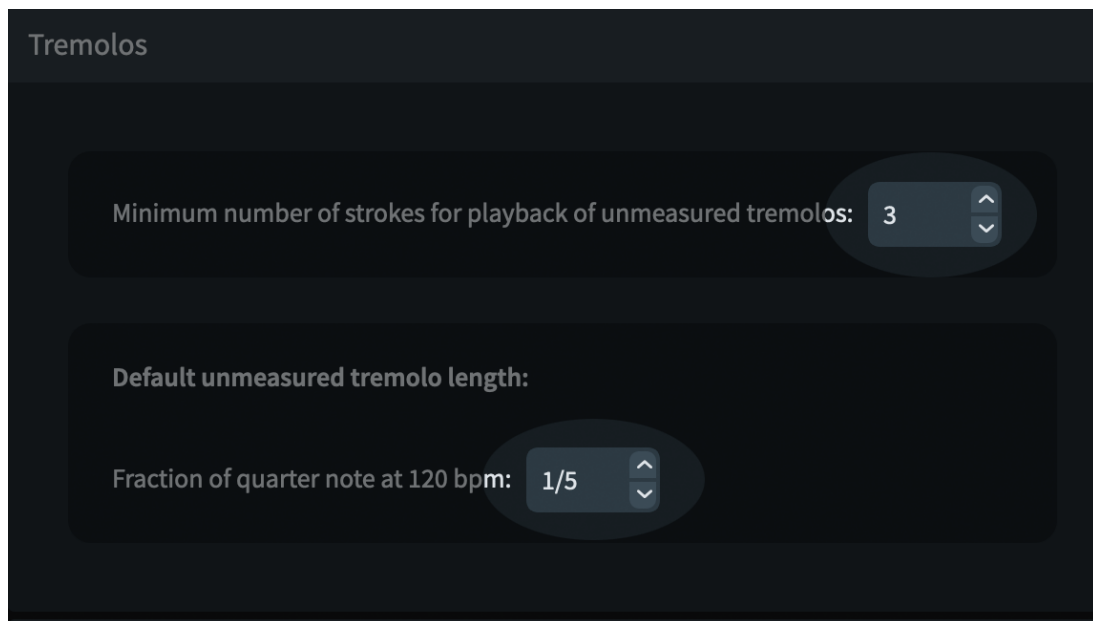
- You **may want to increase the unmeasured tremolo speed** in Dorico, from the Playback Options dialog.

- **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
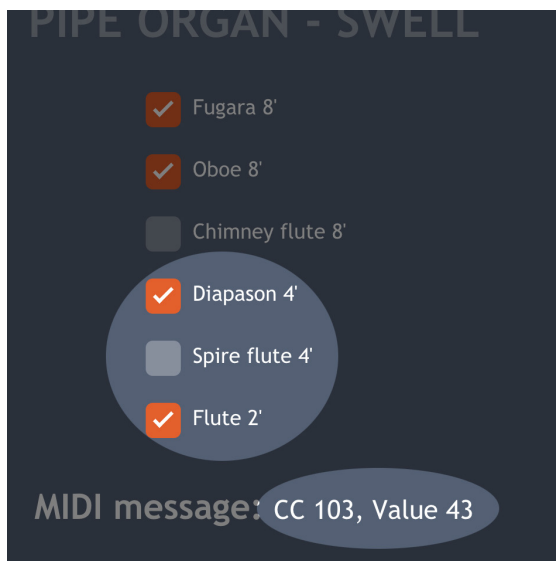
PIPE ORGAN - SWELL

- ☑ Fugara 8'
- ☑ Oboe 8'
- ☐ Chimney flute 8'
- ☑ Diapason 4'
- ☐ Spire flute 4'
- ☑ Flute 2'

MIDI message: CC 103, Value 43

- 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

- 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**.
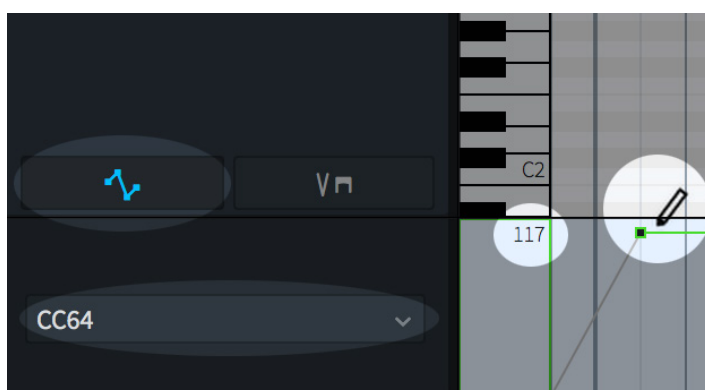
- For reference, you may add **custom MIDI CC events** in Dorico, from Play mode.

- This is done via the *automation lane* for each staff.

DORICO
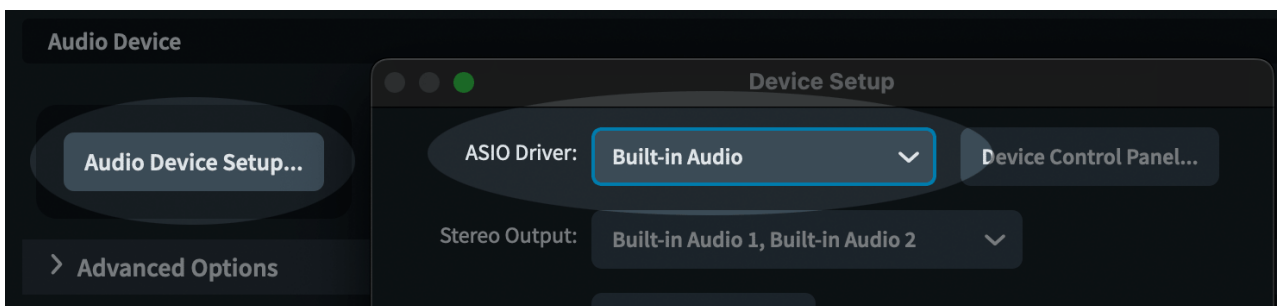
- In the case that **playback and sound assignment isn't working at all**, Dorico's sound driver may have stalled.

- 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.
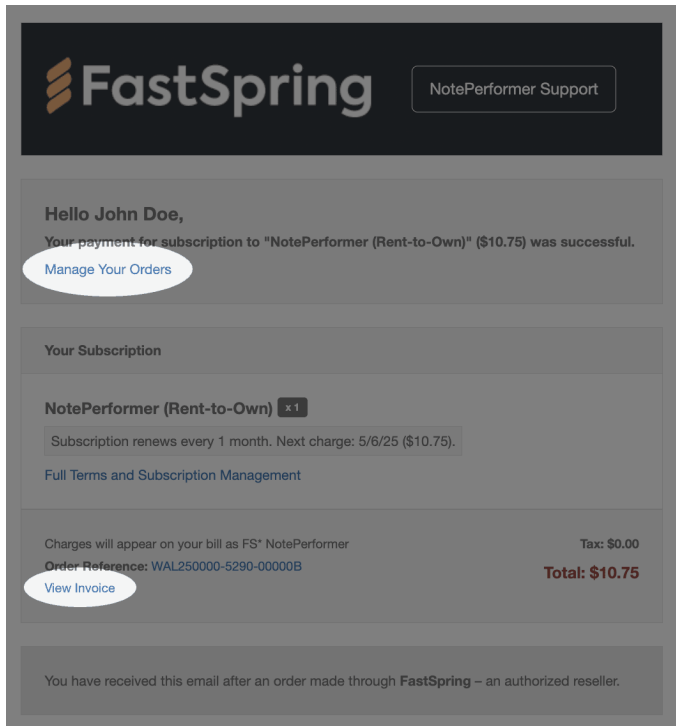
39

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.
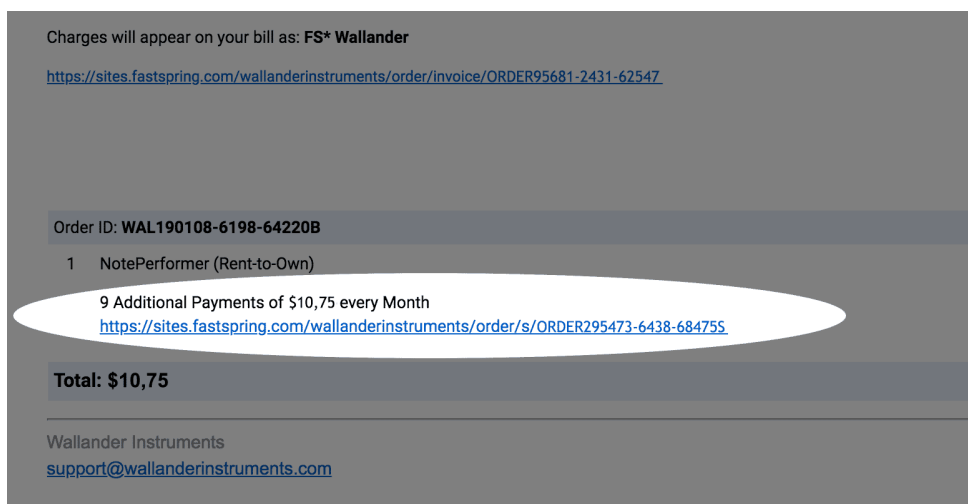
- **Older Rent-to-Own subscription emails look different.**

- **There is a link to manage your subscription** beneath "*X Additional Payments of $10.75 every Month*".

DORICO
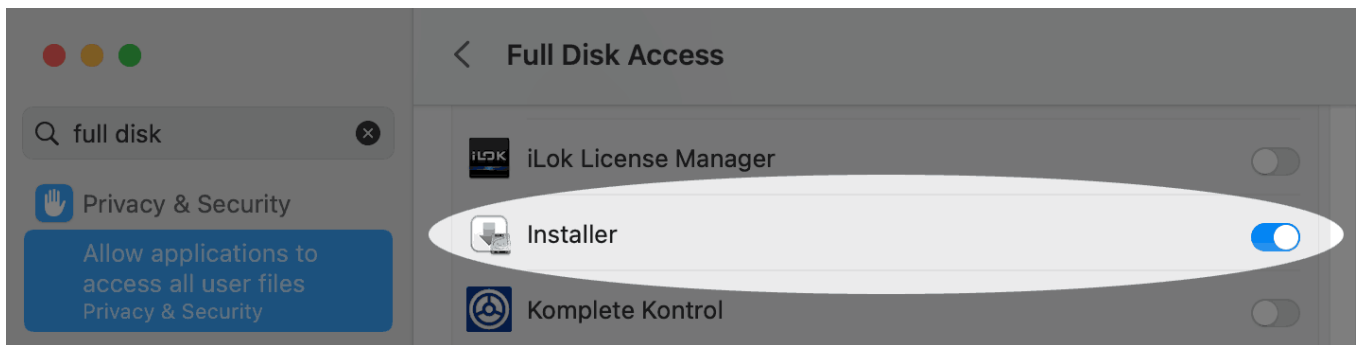
- **If installation on macOS fails unexpectedly**, Apple's *Installer* application may have insufficient disk privileges.

- **Installing from a Dropbox folder** is a potential cause.

- Granting *Full Disk Access* privileges in *System Settings* resolves it.

KNOWN ISSUES IN DORICO
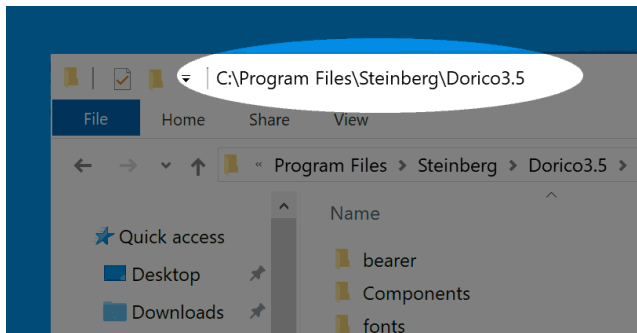
- **On Windows**, please install Dorico to a location having the word *Dorico* in the pathname.

- Dorico may otherwise *fail to load* NotePerformer.
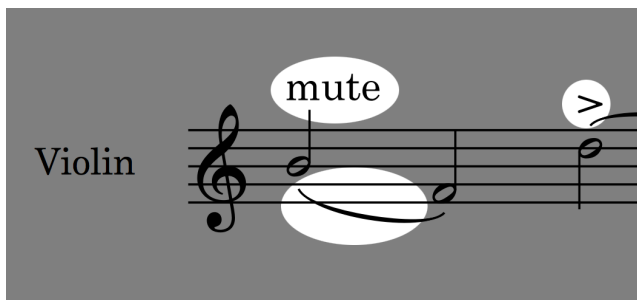
- Multiple articulations at the same time is **only possible with NotePerformer 3.2** or higher.

- 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.
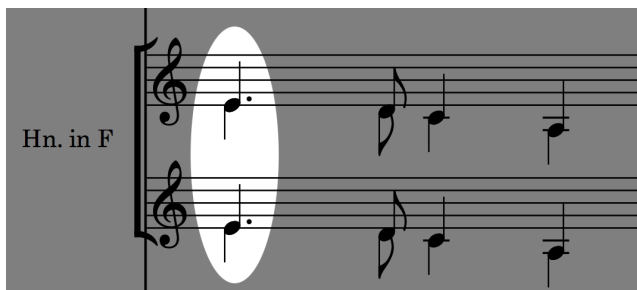
- Unison notes are **performed solo**, even when using different voices.

- 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
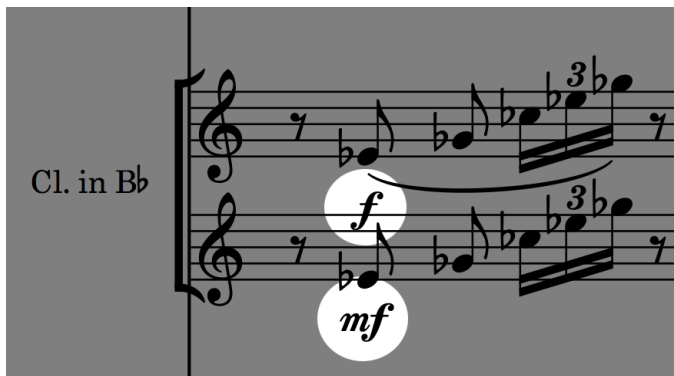
- Dorico may **collapse** grand staves to a single staff in playback.

- 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
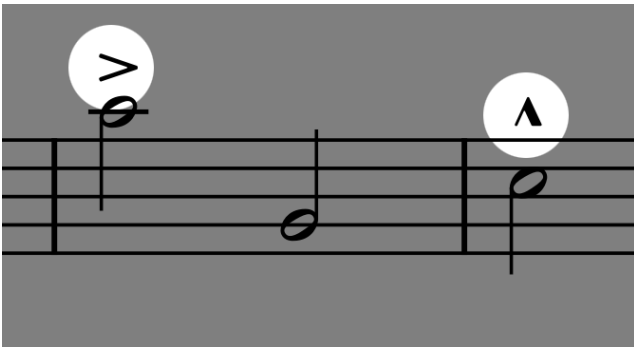
- Accents and marcato may be **very loud**.

- 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**…
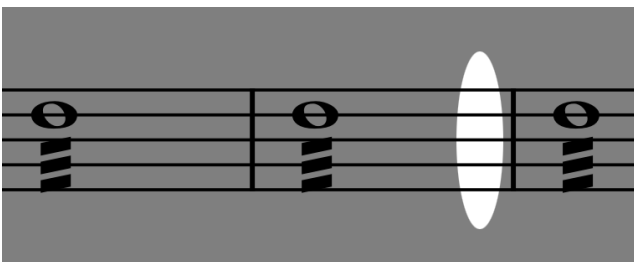
- There may be **gaps of silence** between subsequent slashed notes.

- 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
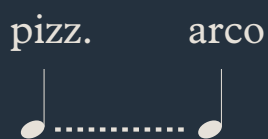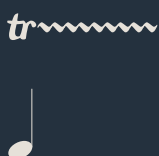
PIZZICATO	TRILL	GLISSANDO (CHROMATIC)	ARPEGGIO

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
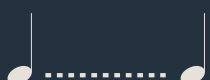
MUTE (ALT. 2)

con sordino
senza sordino

BUCKET MUTE

bucket mute
open
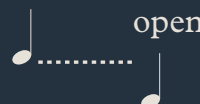
CUP MUTE

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.
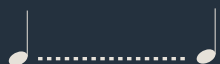
VIBRATO

vib.   ord.
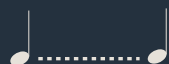
MOLTO VIBRATO

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

BOWED PITCHED PERCUSSION

**OVERRIDE FROM
OUR MIXER, OR**

MIDI trigger:
CC18=30 ······ CC18=0

GUITAR EFFECTS

USE OUR SCRIPT

noteperformer.com/stops

DÉTACHÉ

détaché   ord.
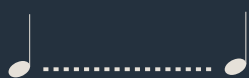
a2, zu 3, …

Range: X=2…8
(number of players)

CC104=X ···· CC104=0

SUL TASTO

sul tasto   ord.
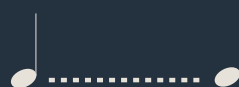
SUL PONTICELLO

sul pont.   ord.
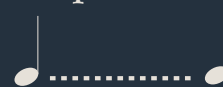
ARTICULATIONS IN DORICO

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

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.

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.
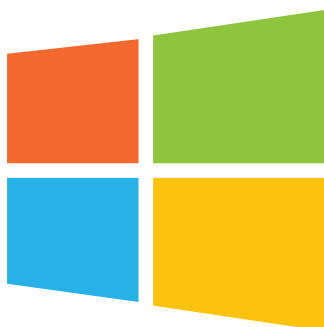
FINALE
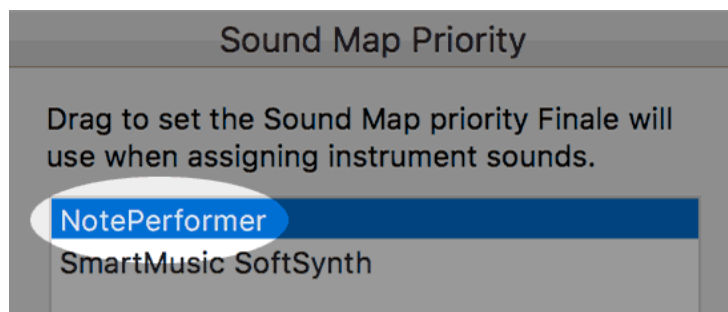
- Open **MIDI/Audio > Sound Map Priority** and move *NotePerformer* to the top.

- 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
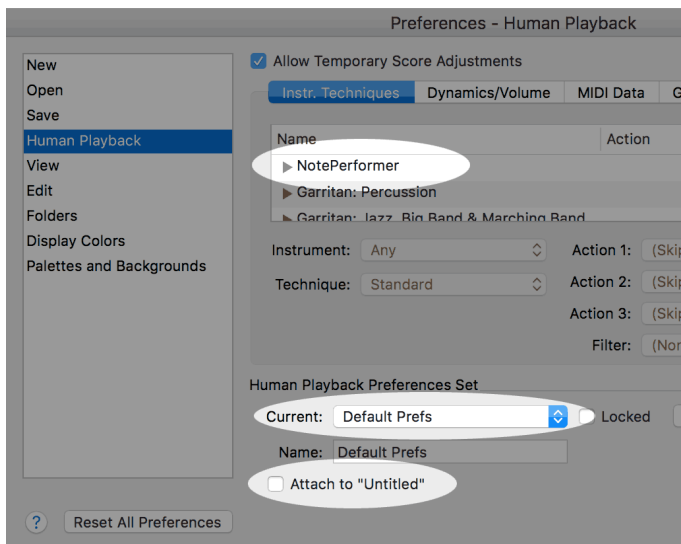
- **You must use *Default Prefs*** as your Human Playback Configuration.

- **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.

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FINALE
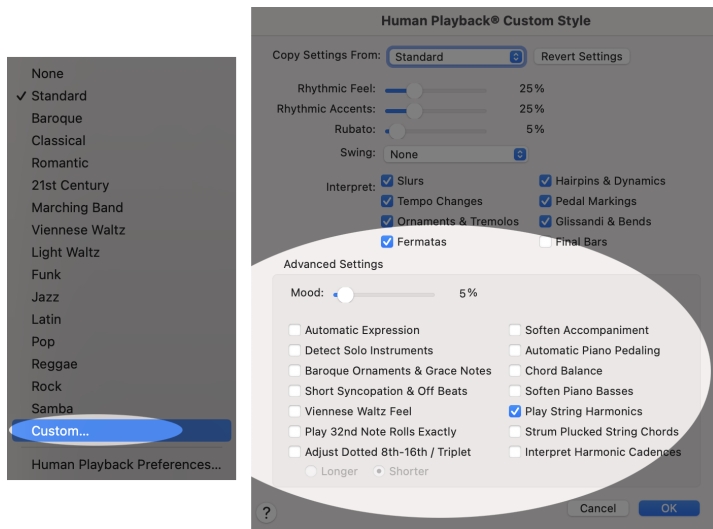
- **We recommend the *Custom...*** Human Playback Style and deselecting everything under Advanced.

- **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.
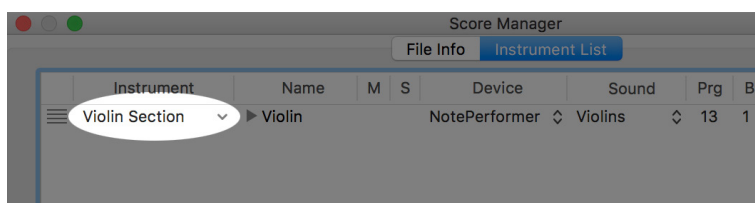
- To get the correct sound for a staff you simply **select the appropriate instrument** from the *Score Manager*.

- After making changes from the Score Manager, you must also run:

  MIDI/Audio > Reassign Playback Sounds

54
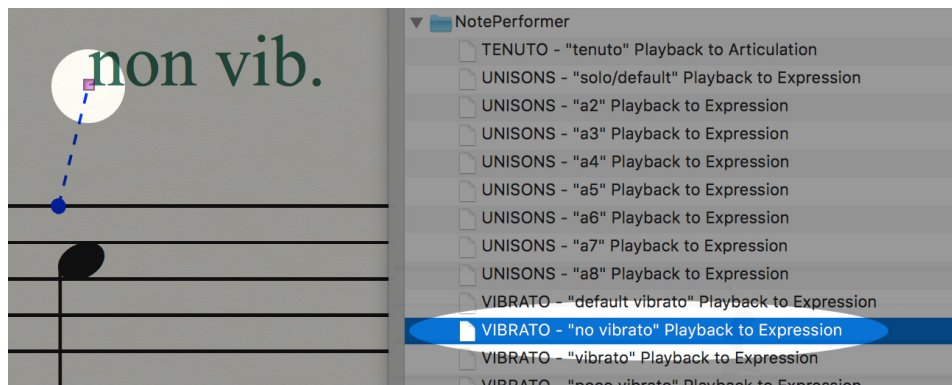
FINALE

- 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
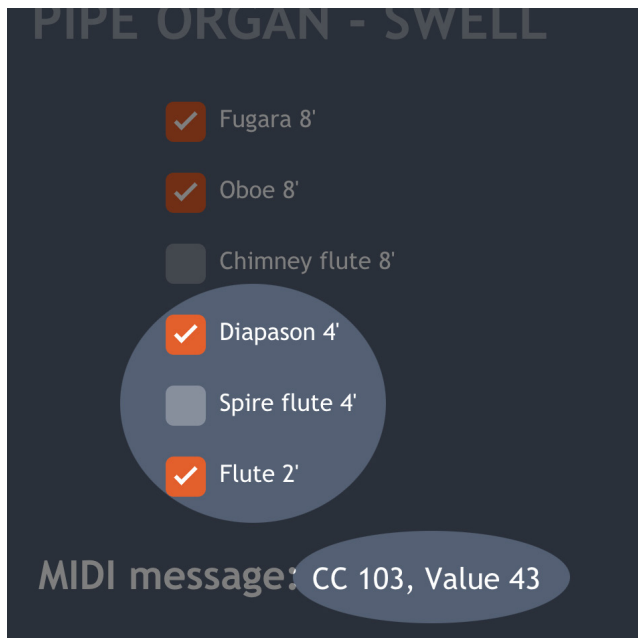
PIPE ORGAN - SWELL

- ☑ Fugara 8'
- ☑ Oboe 8'
- ☐ Chimney flute 8'
- ☑ Diapason 4'
- ☐ Spire flute 4'
- ☑ Flute 2'

MIDI message: CC 103, Value 43

- 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

- 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
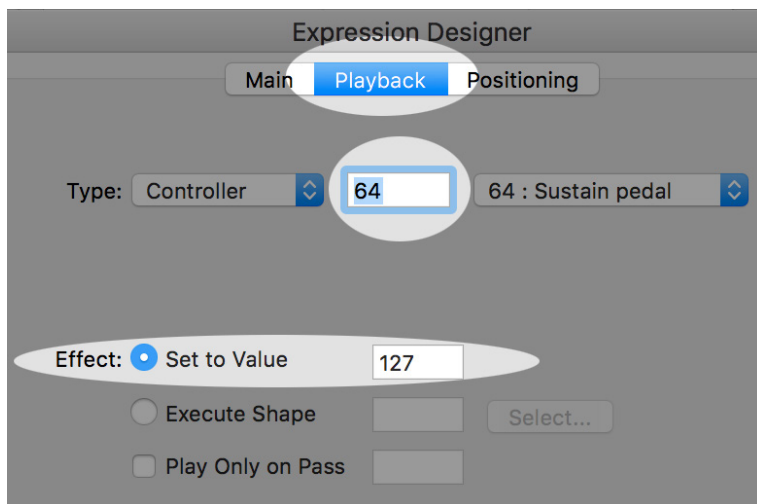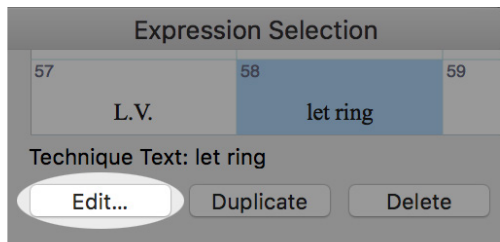
For reference, you may add **custom MIDI CC events** to any expression in Finale.

This is done by **editing the *Playback* settings** for that expression.
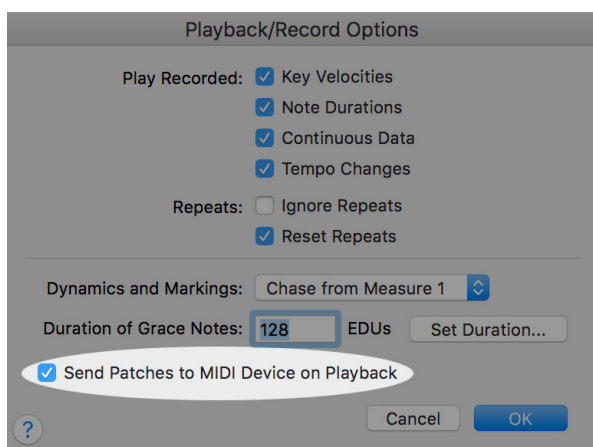
The Send Patches to MIDI Device on Playback option **must always remain selected**.

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.

59
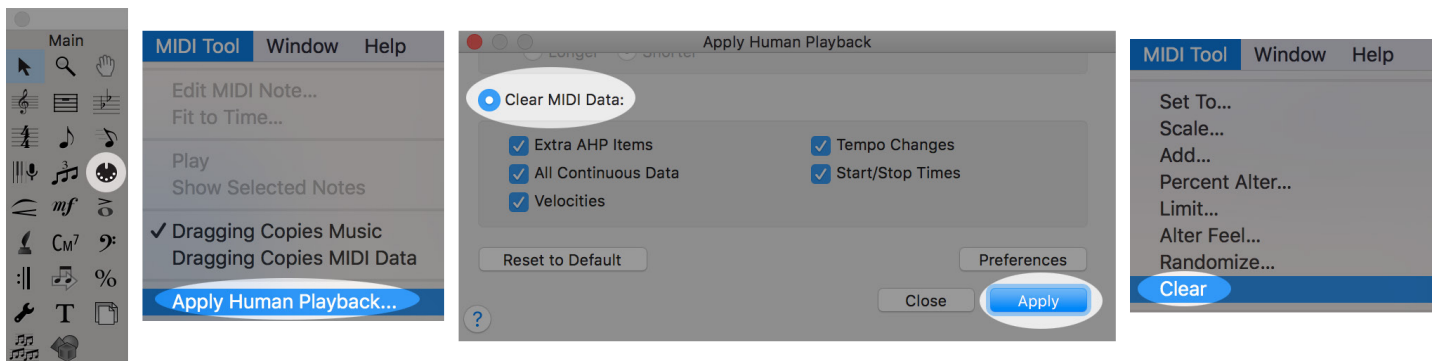
FINALE

- 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
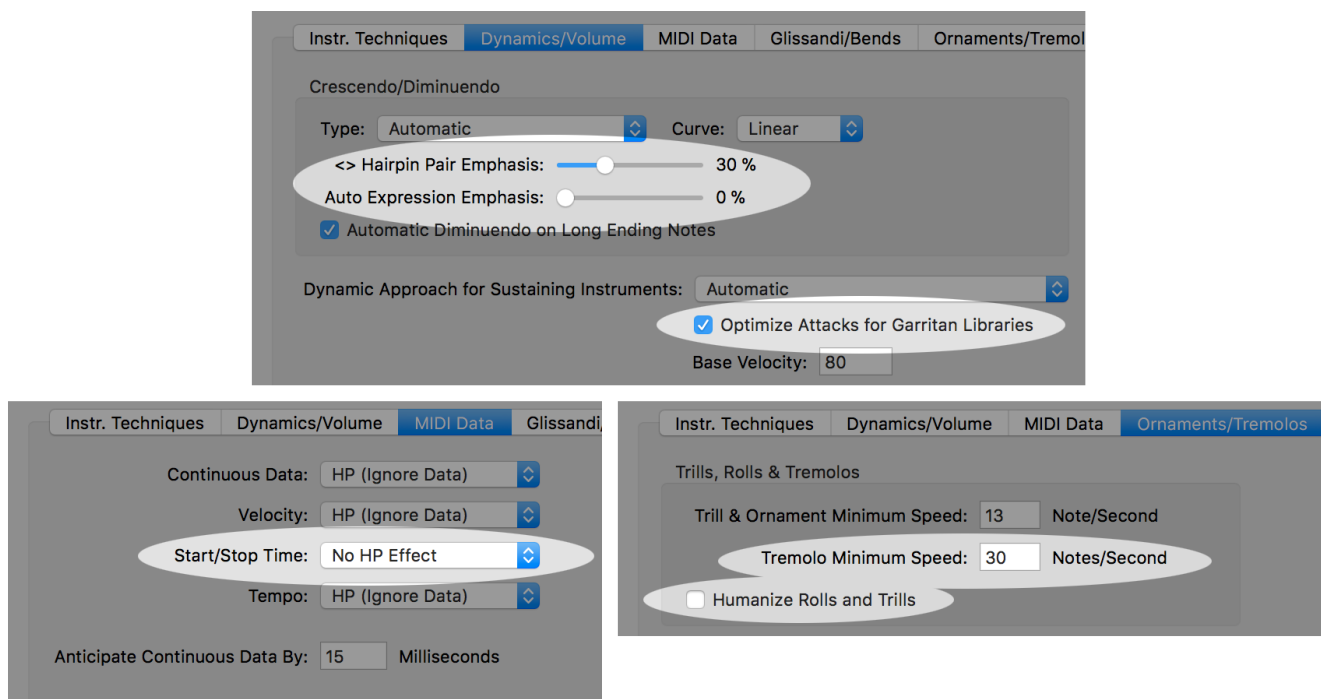
- We do **a few tweaks** to your *Default Prefs* global playback preferences, which may be good to know about if you want to change these settings yourself.

- 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
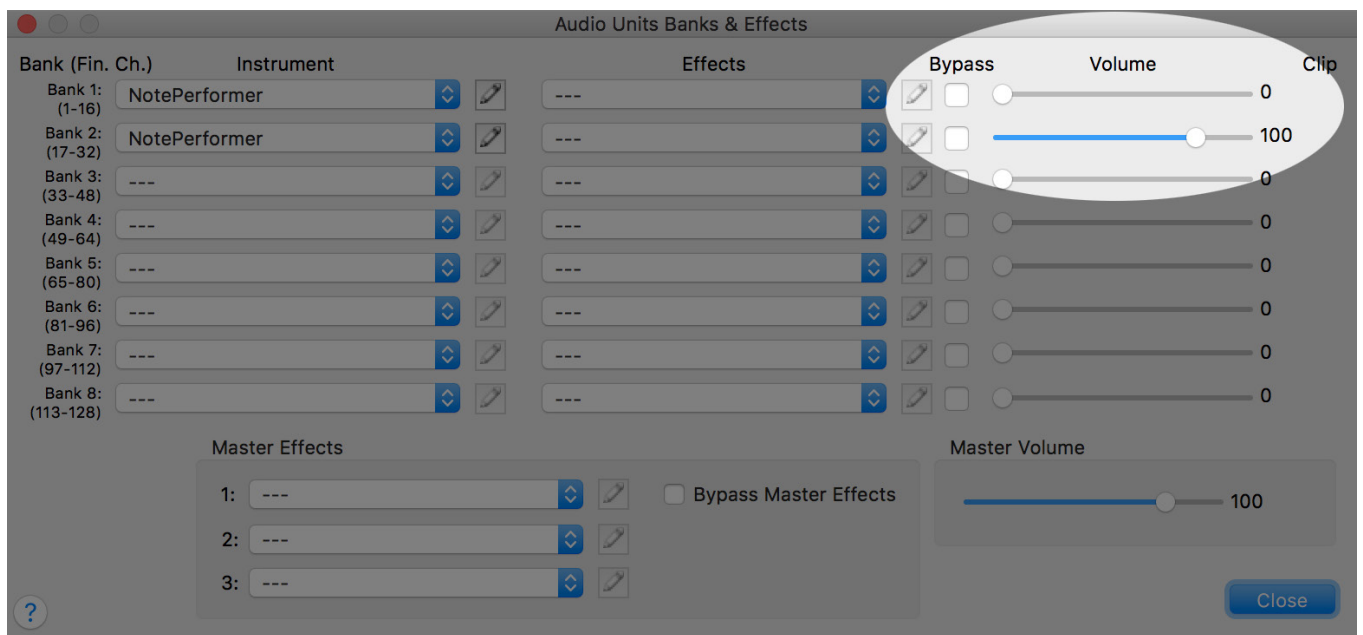
- With older Finale scores **the volume of the first bank is sometimes set to zero**, for unknown reasons.

- 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
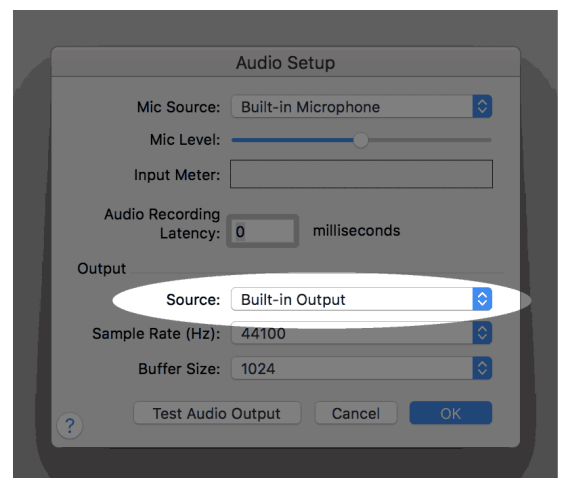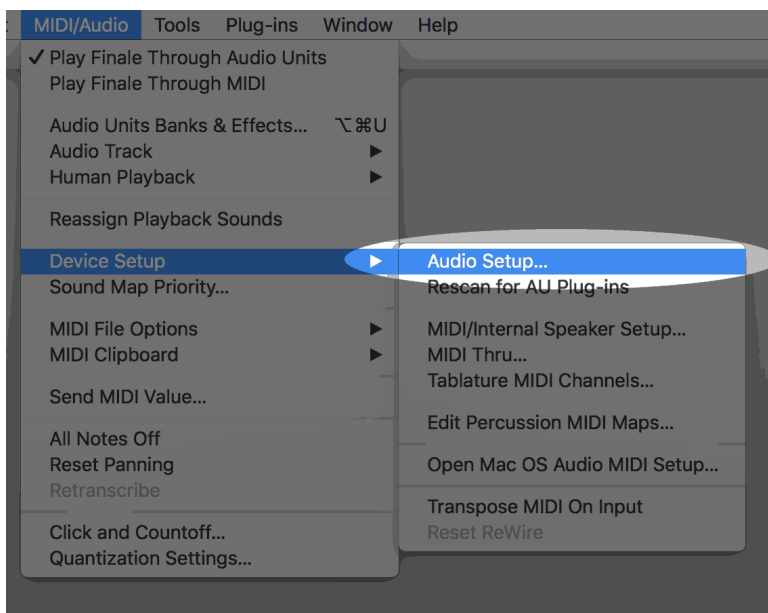
- If there's **no sound**, while **NotePerformer's mixer levels are moving**, you could have an undesired *Output Source* set in Finale.

- 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
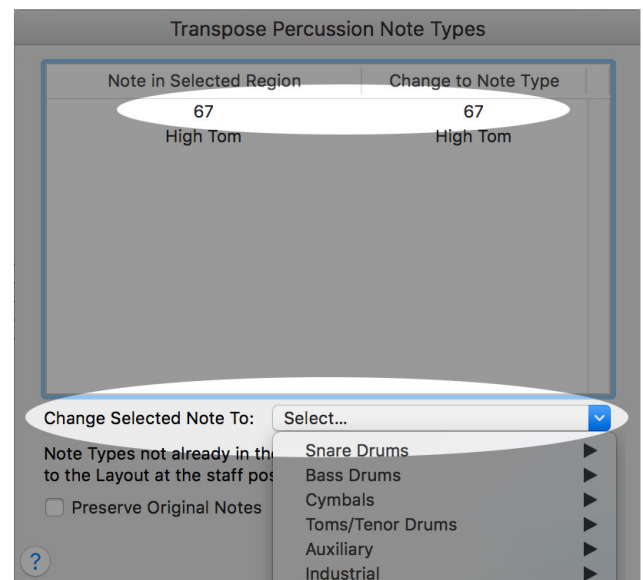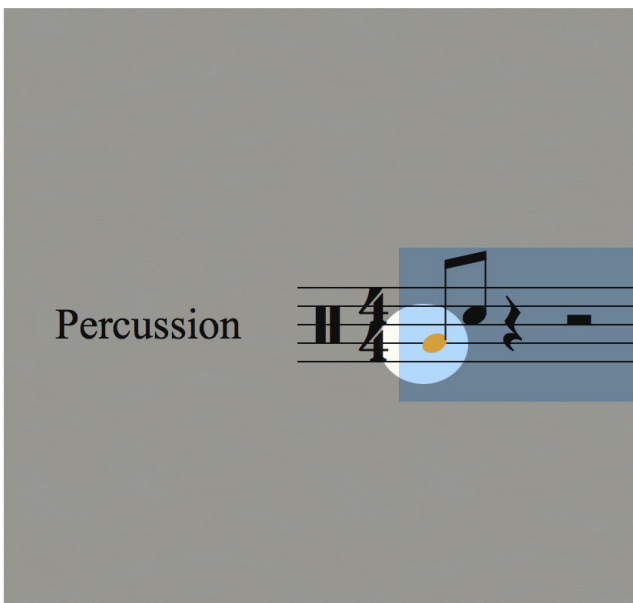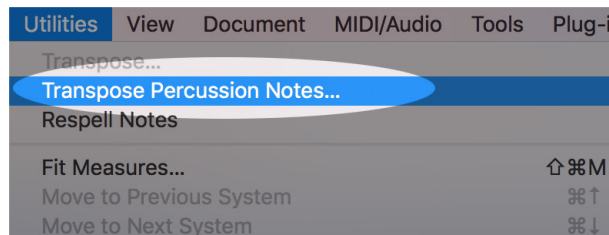
- In Finale, out-of-range percussion notes that were entered from a MIDI keyboard are **assigned by their MIDI note value rather than by their sound**.

- 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
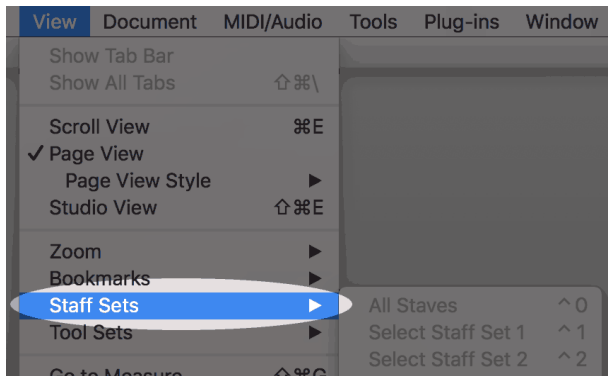
- **Staff Sets** have only limited support for *Human Playback*.

- Articulations and dynamics **won't playback within a *Staff Set***, unless the *first staff* is also included.

- When playback is of importance, we advice against using Staff Sets.
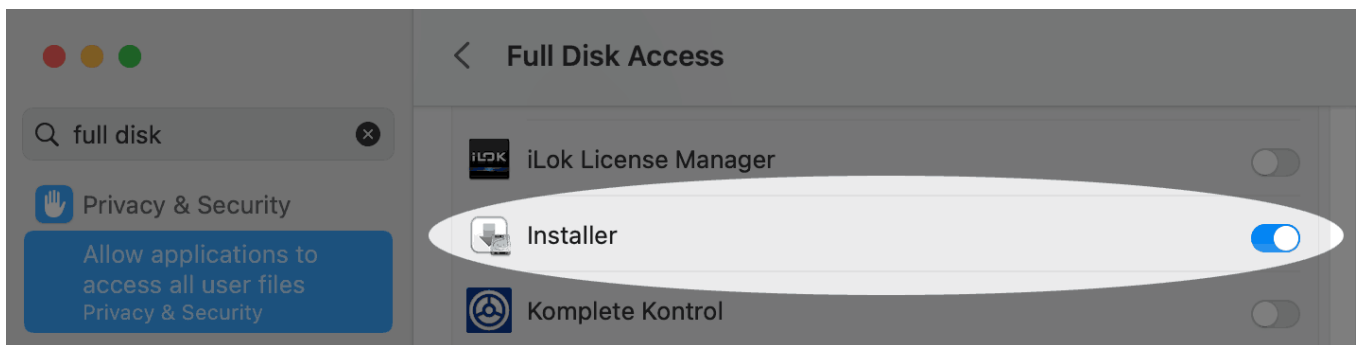
- **If installation on macOS fails unexpectedly**, Apple's *Installer* application may have insufficient disk privileges.

- **Installing from a Dropbox folder** is a potential cause.

- Granting *Full Disk Access* privileges in *System Settings* resolves it.

FINALE
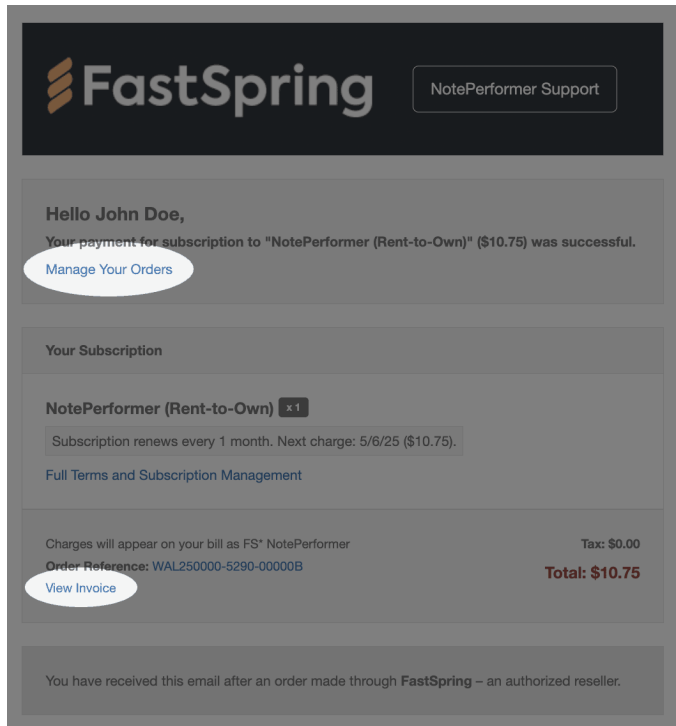
- **With a Rent-to-Own subscription**, you receive a subscription-related email each month.

- **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.
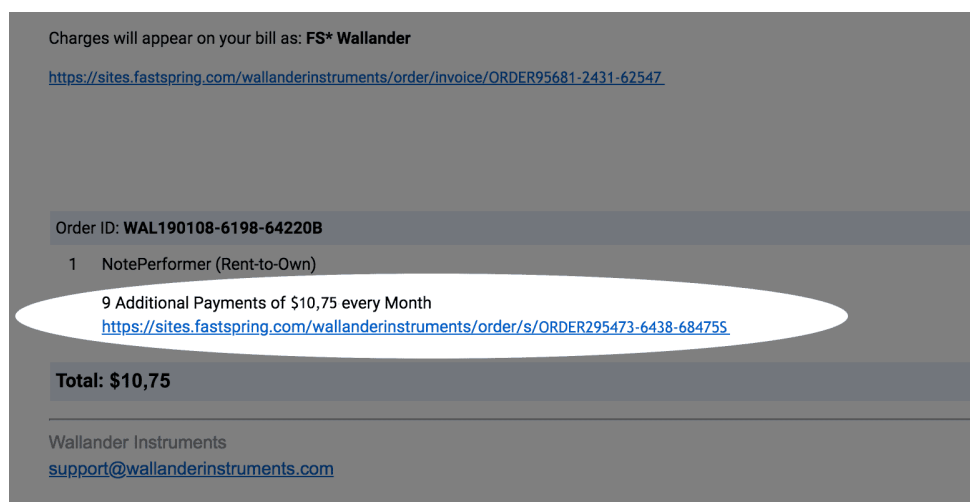
- **Older Rent-to-Own subscription emails look different.**

- **There is a link to manage your subscription** beneath "*X Additional Payments of $10.75 every Month*".

KNOWN ISSUES IN FINALE
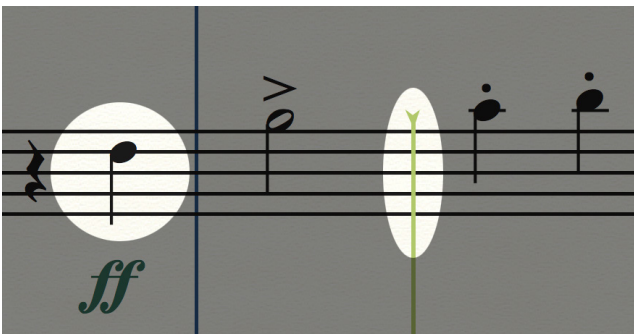
- **Since Finale 26.3.1, the issue below has been resolved.**

- 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
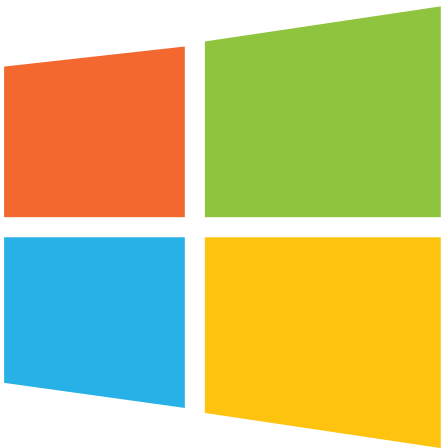
- **Since Finale 27.3, the issue below has been resolved**.

- 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
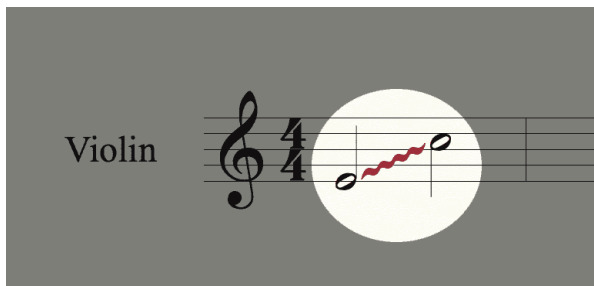
- **Glissandos may not playback correctly.**

- 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
♩	*ff*	*p* < *f*	*f* > *p*

STACCATO	STACCATISSIMO	MEZZO-STACCATO	TREMOLO
♩	♩	**NO MAPPING** available in Finale	♫♫♫♫

ACCENT	MARCATO	TENUTO	LEGATO
♩	^ ♩	**NO MAPPING** available in Finale *MIDI trigger: NOTE ON Velocity = 1*	♩♩
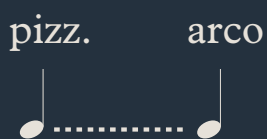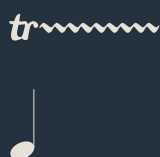
PIZZICATO	TRILL	GLISSANDO (LIMITED SUPPORT)	ARPEGGIO
pizz. .... arco	*tr* ∿∿∿∿ ♩	♩∿∿∿♩	♩

ARTICULATIONS IN FINALE

COL LEGNO

col legno   arco
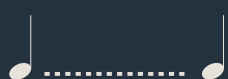
SNAP PIZZICATO

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
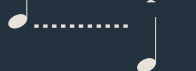
CUP MUTE

cup mute
open
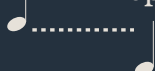
PLUNGER MUTE

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

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...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

MIDI MAPS IN FINALE

ORCHESTRAL PERCUSSION

0 Low conga (open)
1 Low conga (mute)
2 Low conga (muffled)
3 Low conga (slap)
4 Low conga (slap, mute)
5 Low conga (slap, muffled)
6 Low conga (finger, open)
7 Low conga (finger, muffled)
8 Low conga (harmonics)
9 Low conga (bass tone)
10 High conga (open)
11 High conga (mute)
12 High conga (muffled)
13 High conga (slap)
14 High conga (slap, mute)
15 High conga (slap, muffled)
16 High conga (finger, open)
17 High conga (finger, muffled)
18 High conga (harmonics)
19 High conga (bass tone)
20 Low bongo (open)
21 Low bongo (muffled)
22 Low bongo (slap)
23 Low bongo (slap, muffled)
24 Low bongo (finger, open)
25 Low bongo (bass tone)
26 High bongo (open)
27 High bongo (muffled)
28 High bongo (slap)
29 High bongo (slap, muffled)
30 High bongo (finger, open)
31 High bongo (basstone)
35 Bass drum (concert)
36 Sticks
37 Snare (crosstick/rim click)
38 Snare (snares on)
39 Snare (side stick, snares on)

40 Snare (rimshot, snares on)
41 Snare (snares off)
42 Snare (side stick, snares off)
43 Snare (rimshot, snares off)
44 Hi-hat (closed)
45 Hi-hat (pedal)
46 Hi-hat (open)
47 Wind gong (20 inch)
48 Tam-tam (medium, 18 inch)
49 Cymbal (clash)
49 Cymbal (clash, medium)
50 Cymbal (clash, high)
51 China cymbal (18)
52 Crash cymbal (suspended)
54 Tambourine
55 Cymbal (splash)
56 Tam-tam/Large gong
57 Opera gong (down)
58 Opera gong (up)
60 Tom-tom (very low)
61 Tom-tom (low)
62 Tom-tom (medium-low)
63 Tom-tom (medium)
64 Tom-tom (medium-high)
65 Tom-tom (high)
66 Tom-tom (very high)
71 Hand clap
72 Güiro (short)
74 Güiro (long)
75 Claves
76 Anvil
77 Finger cymbals (open)
78 Sleigh bells
79 Castanets
80 Triangle (muted)
81 Triangle (open)
83 Cowbell (high, open)

84 Cowbell (high, muted)
85 Cowbell (medium, open)
86 Cowbell (medium, muted)
87 Maracas (right)
88 Maracas (left)
89 Cabasa
91 Ratchet
92 Vibraslap
93 Whistle
94 Agogo (medium)
95 Agogo (high)
96 Timbale (medium-low)
97 Timbale (medium-high)
98 Egg shaker
99 Whip
100 Ride (bell)
101 Ride (high)
102 Ride (medium)
103 Wood block (low)
104 Wood block (medium-low)
105 Wood block (medium)
106 Wood block (medium-high)
107 Wood block (high)
108 Bar chimes
109 Bell tree
110 Rain stick
111 Finger cymbals (muted)
112 Taiko (medium)
113 Taiko (low)
114 Taiko (very low)
115 Temple block (low)
116 Temple block (medium-low)
117 Temple block (medium)
118 Temple block (medium-high)
119 Temple block (high)

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 PLAYBACK ENGINES

PLAYBACK ENGINES

FLOW CHART

NotePerformer
(Running in a notation program)

NotePerformer Playback Engines
(Included with NotePerformer)

VST3 Instruments
(Third-party products)
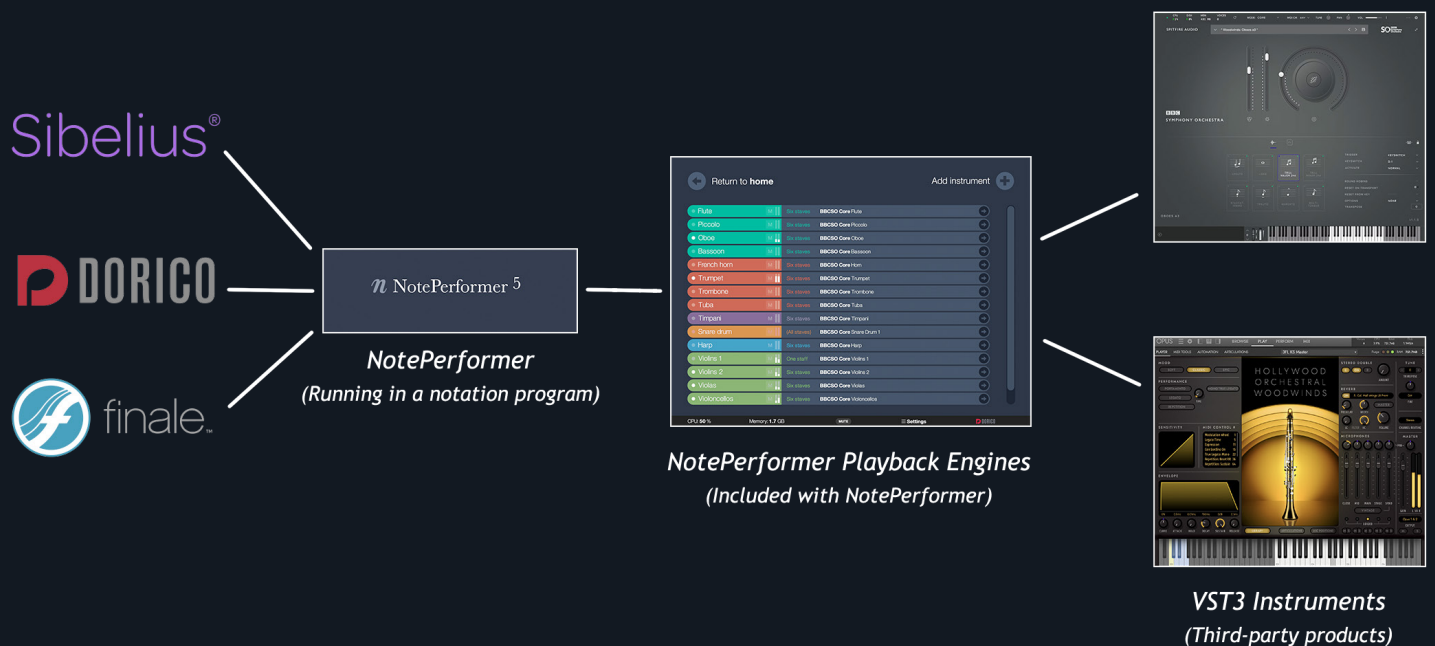
‘*NotePerformer Playback Engines’* is a feature for VST3 users who want *NotePerformer's assistance* in using third-party samples with their notation program. A *Playback Engine* has similarities with an *Expression Map* or *Sound Set* but is designed for NotePerformer.

We include support for some of the most popular orchestral libraries but **rely on the user community** to create (and maintain) Playback Engines for other VST3 instruments.

Using a Playback Engine is relatively simple, but *creating* one **is not**. This guide is for *users* only. We provide an advanced reference guide for Playback-Engine *creators*.

If you're having trouble using a Playback Engine, please *read this entire guide*. It's a short read with helpful tips and tricks.
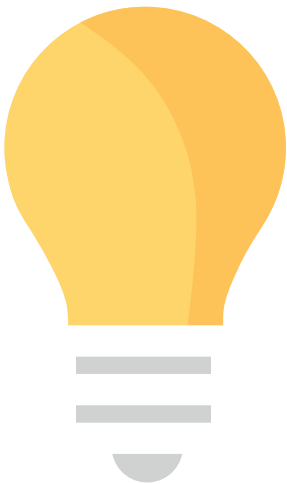
- **We want you to know that...**

- **Playback Engines use _lossy compression_ to load quickly and minimize RAM and CPU usage.**

- **It's a hybrid with NotePerformer, not the exact sound of your VST3**. We don't use sampled release trails because we believe our technologies work better in a notation context.

- **Our software doesn't replace a DAW, but it's designed for ease of use**. For advanced customization, you can create your own _Expression Maps_ or _Sound Sets_.

- **We make _no_ quality guarantees**—try any VST3 instrument in combination with our software before buying into it.

- **We don't promote VST3 instruments**—it's an open audio standard. We only include support for some of the most popular ones for compatibility.

PLAYBACK ENGINES
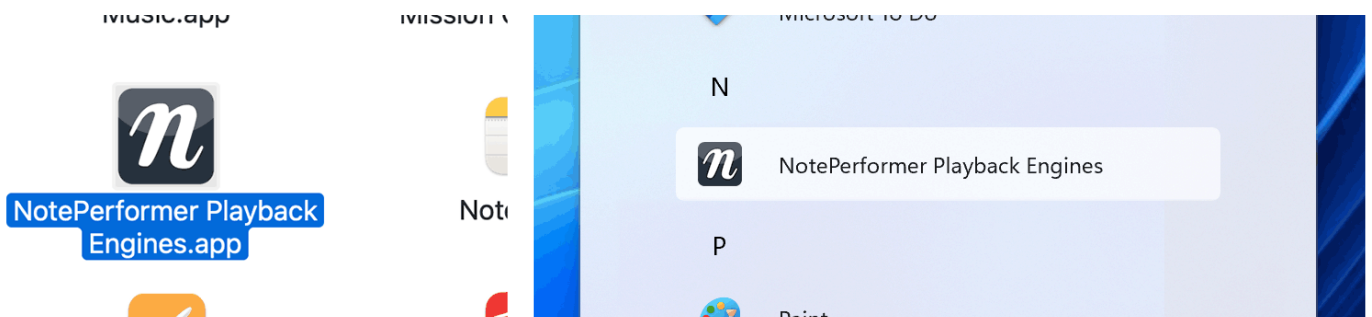
- **The *NotePerformer Playback Engines* application** is installed with NotePerformer.

- **You run it in the background** if you want to incorporate *third-party sounds* with NotePerformer.

- **Note: we also include a sound library**. You don't need this application to use our core sounds, but it's an *optional* extension.

PLAYBACK ENGINES
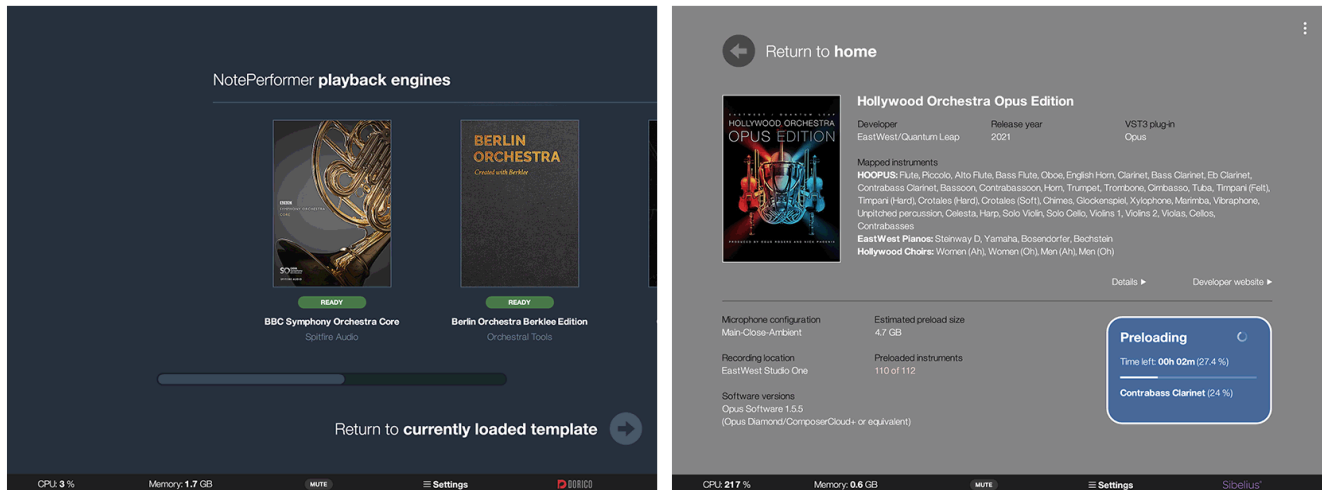
- **Before using a Playback Engine for the first time** it must be *Preloaded*—a resource-intensive process with the VST3 instrument that can take anywhere from 30 minutes to several hours..

- **Preloading requires several gigabytes of hard drive space,** as it builds a library of NotePerformer-compatible instruments stored as `.np_preload` files.

- **Once preloaded,** the sounds are *resource-friendly* and *fast-loading*.

- **We still need uninterrupted access to the VST3** and license devices such as *iLok*.

- **Please ensure a sample library works in the manufacturer's standalone player or a DA**W before attempting to use it with our software.
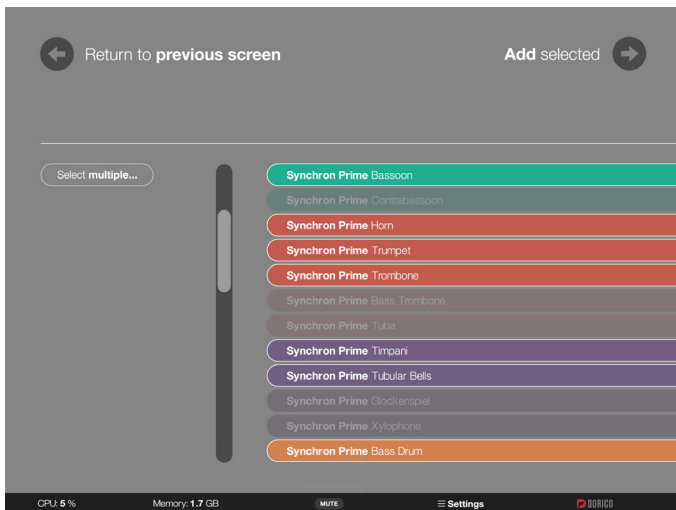
- **This is the *add instruments* screen** for a playback engine.

- The available `.np_preload` instruments are listed.

- **Select the instruments** you want to load.

- **From the "Select Multiple..."** menu, you quickly select or deselect entire instrument families.
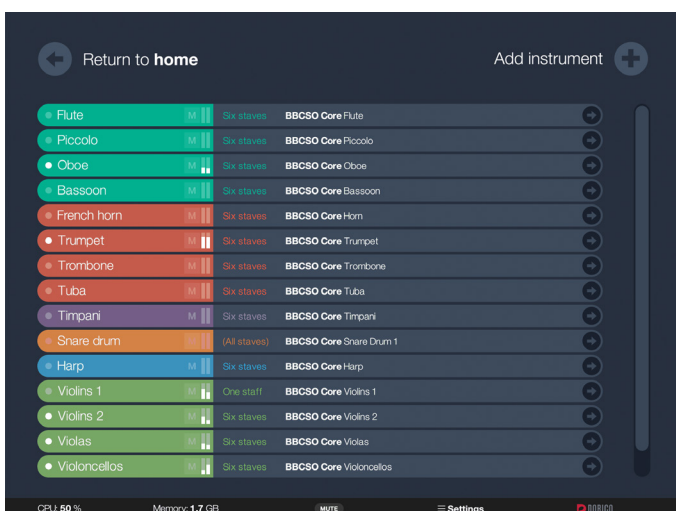
- **Loaded sounds are represented as slots.**

- 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

| Flute | M ▮▮ | Three staves | **Synchron Prime** Flute | → |
| Trumpet | M ▮▮ | Six staves | **BBCSO Core** Trumpet | → |

Bypass

Slot settings

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

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

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

- **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.

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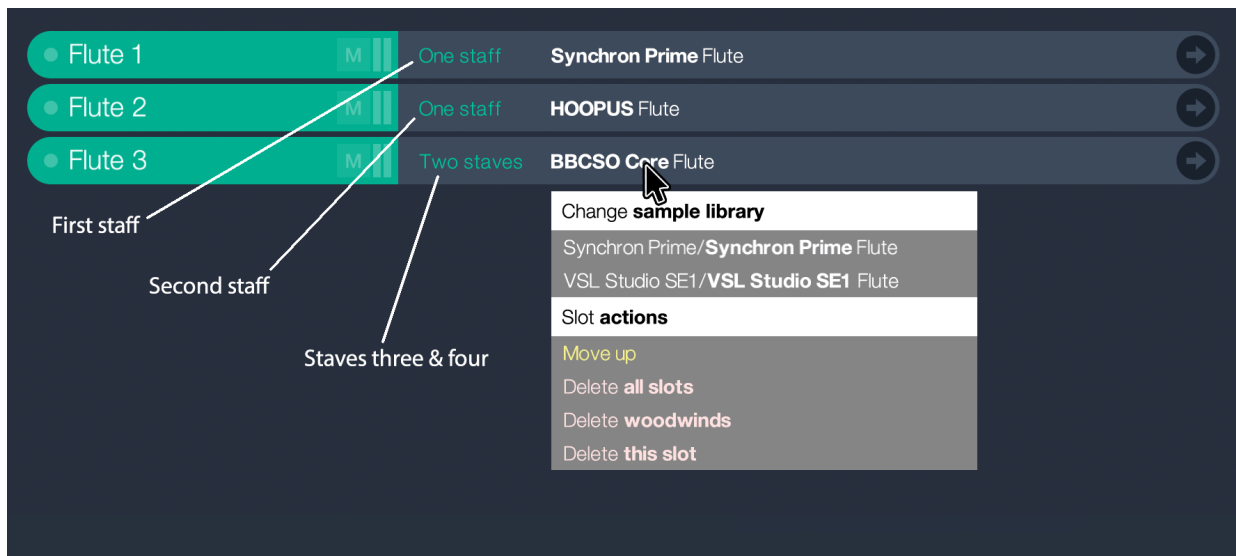
- **Sample-library layering** can be done with multiple slots of the same kind.

- **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

Close settings →

Microphone balance ⋮

Main

Close — Ambient

Stereo width ⋮

High-pass filter [EQ] ⋮

CSW Flute
CSW Oboe
CSW Clarinet
CSW Bassoon
CSB Horn
CSB Trumpet
CSB Trombone
CSB Tuba
CSP Piano
CSS Violins 1
CSS Violins 2
CSS Violas
CSS Cellos
CSS Contrabass

☰ Settings   ▶ DORICO
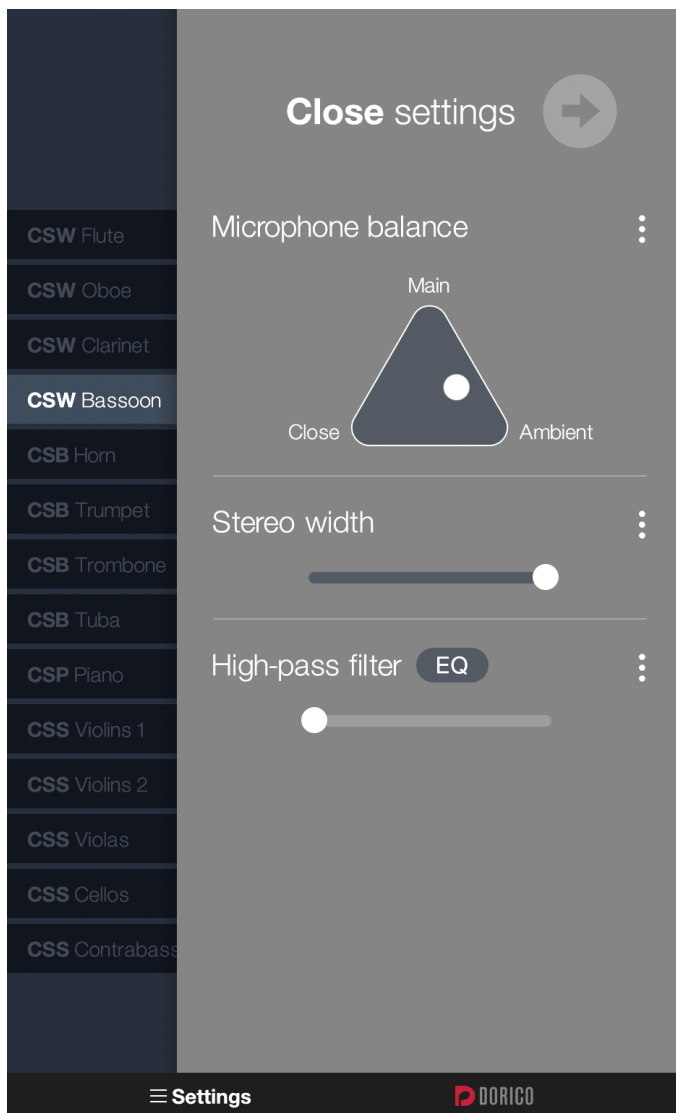
- **The arrow button opens the slot's settings.**

- Customize the microphone balance, stereo width, EQ, and panning mode.

- 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*.

- The **EQ button** opens the *parametric equalizer* and *spectrum visualizer*. It's covered in a separate article.

- If the instrument was created for multiple microphones, there's a **microphone balance editor**. Our software automatically adapts the total volume.

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Stereo width

Panning mode

Natural panning (with **HAAS** delay)
Binaural pan + **HAAS** delay
Power pan + **HAAS** delay
Binaural pan only
Power pan only
HAAS delay only
Original panning from recording

Copy/paste settings

Copy **panning mode** to instrument family
Copy **panning mode** to all instruments

Copy **stereo width** to instrument family
Copy **stereo width** to all instruments

Copy stereo width to **clipboard**
Paste stereo width from **clipboard**

- **The stereo-width menu** includes options for the panning mode.

- *Natural panning + HAAS delay* is our preference and the default mode of operation in NotePerformer. Instruments may be placed anywhere, from left to right.

- *Power panning* means changing the left/right channel balance by altering the volume. This is classic panning.

- *Binaural panning* is similar to power panning, but the sound is filtered for the left/right ear, such that low frequencies are centered.

- *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 in the sample library. The channels are only flipped left/right if they're panned to the opposite side.
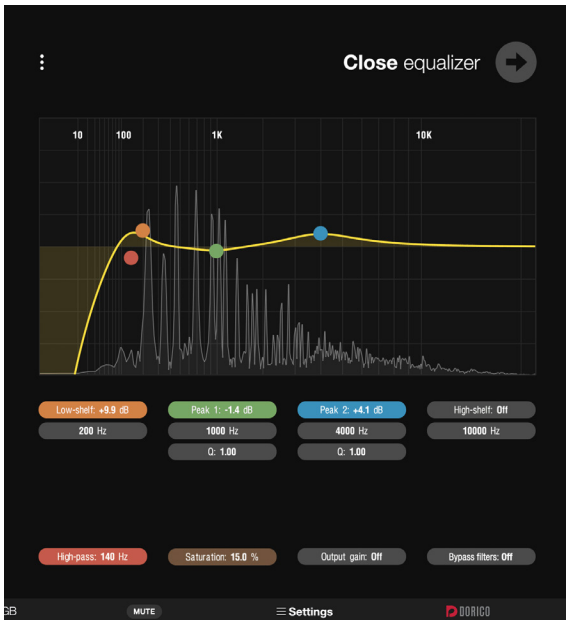
- **Slots have a parametric equalizer.**

- *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.

PLAYBACK ENGINES

Change **hall noise**

Hall noise: **Off**
Hall noise: **25**%
Hall noise: **50**%
Hall noise: **75**%
Hall noise: **100**%
Hall noise: **150**%
Hall noise: **200**%
Hall noise: **400**%

Change **reverb time**

Bypass reverb
Reverb time: **25**%
Reverb time: **50**%
Reverb time: **75**%
Reverb time: **100**%
Reverb time: **125**%
Reverb time: **150**%
Reverb time: **200**%
Reverb time: **400**%
Reverb time: **800**%

Export stems

Export stems: **16-bit / 44.1 Hz**
Export stems: **24-bit / 48 kHz**
Export stems (separate mic signals): **16-bit / 44.1 kHz**
Export stems (separate mic signals): **24-bit / 48 kHz**

Reduce export volume by **-12 dB**

☰ **Settings**   🔴 **DORICO**

- **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.

- **If bounces overshoot**, there's a flag for reducing the export volume by -12 dB.

PLAYBACK ENGINES

Attach to **notation program**

Dorico (48992)
Sibelius (50985)
Finale (78220)

(Repair connection)

Sibelius®
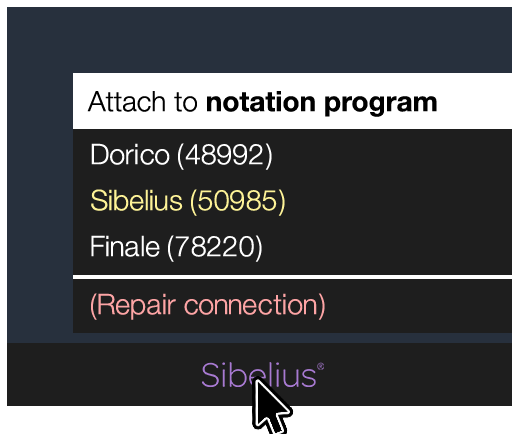
- **With concurrent notation programs**, the playback engine automatically attaches to whatever program initiates playback.

- **If there's a problem**, try manually switching notation programs or click *(Repair connection)*.

CPU: **194** %   Memory: **4.9** GB

- **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 ENGINES

● Anvil	M ‖	(All staves)	**BBCSO Core** Anvil →
● Bass drum	M ‖	(All staves)	**BBCSO Core** Bass Drum 2 (Hard Mallets) →
● Clash cymbals	M ‖	(All staves)	**HOOPUS** Crash (14 inch Old Zildjian K) →
● Ratchet	M ‖	(All staves)	**HOOPUS** Ratchet →

- **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.

- **NotePerformer generates mute playback**—it's filter-based and universally supported for any sample library.

- **Our mutes can be applied to any articulation**, including flutter-tongue, staccato, and true legato samples.

- **We don't support using a library's muted sounds**, as they typically lack articulation and range.
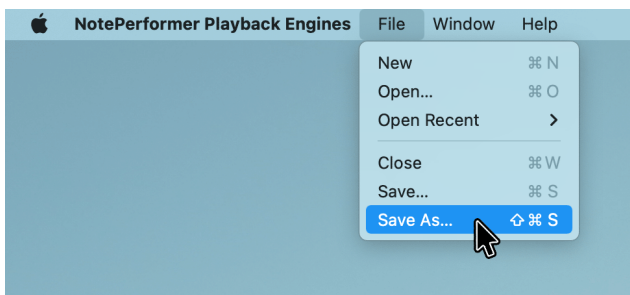
- **Orchestral templates are saved** from the ordinary system dialogs.

- `.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.
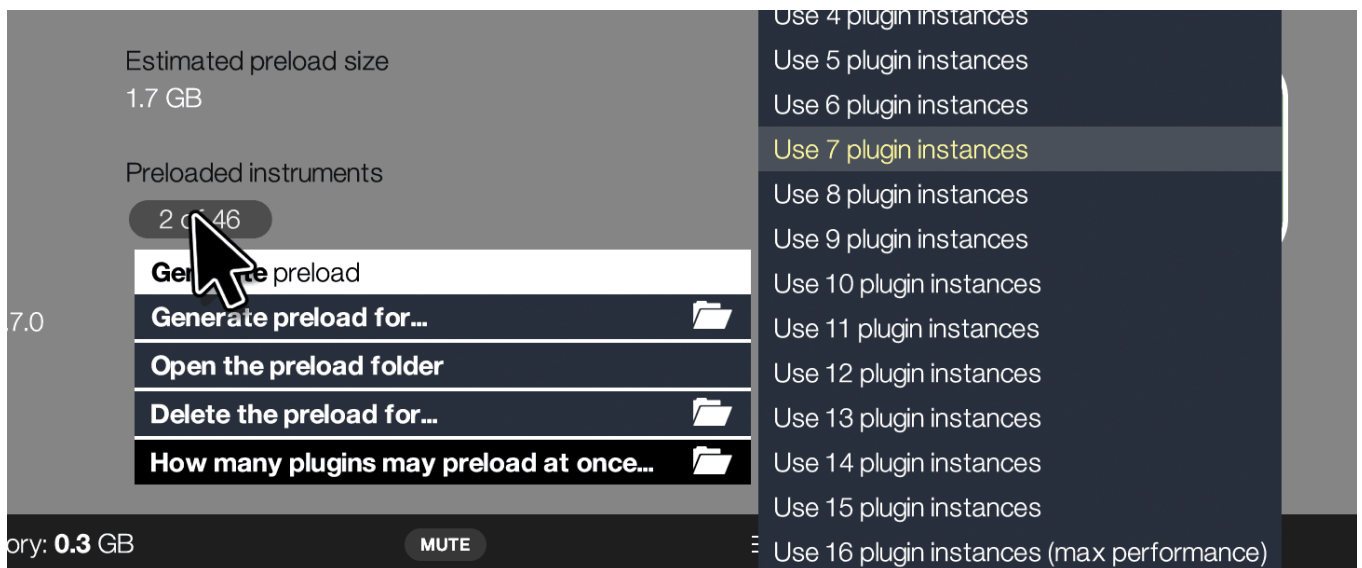
- **The "Preloaded Instruments" pop-up menu** lets you delete `.np_preload` instruments, open their folder, or limit preloading instances for stability.

- **Limiting CPU usage may also limit preloading RAM usage**.

- **Preloading progress is logged** in the `/logs` subfolder, relative to the `.np_preload` files.

- **If preloading fails**, try again until all instruments are successfully preloaded (as a first step).

- **You can also safely delete** `.np_preload` **instruments through** *Finder* **or** *File Explorer*—changes are immediately reflected in our software.

PLAYBACK ENGINES
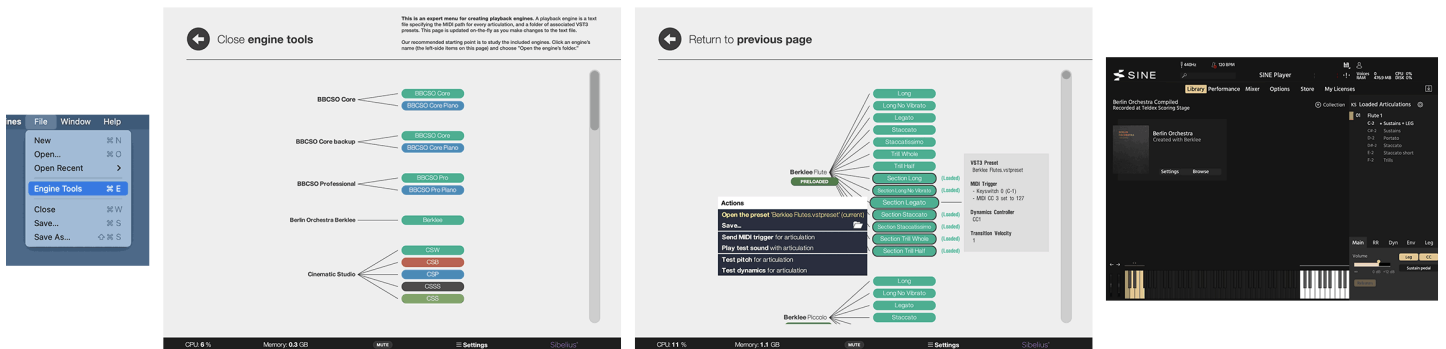
- **In the *File > Engine Tools* screen**, you can edit a Playback Engine's VST3 presets, test articulation triggers, and preload instruments individually.

- **This screen is designed for engine *creators* rather than users**, but it can still be useful for advanced troubleshooting.

- **You can't create engines graphically**. See our advanced reference guide for Playback-Engine *creators*.

PLAYBACK ENGINES
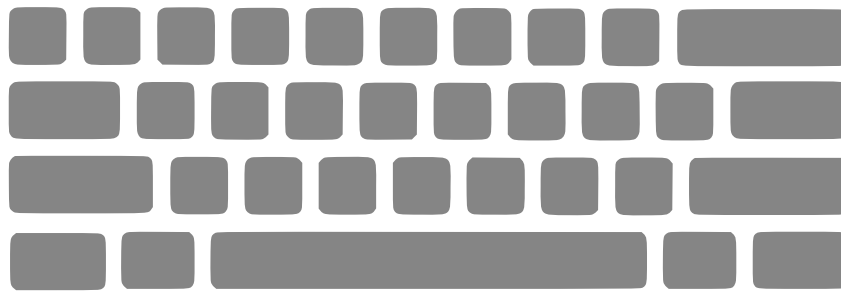
- **A mouse is required**, but there's limited keyboard control.

- 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
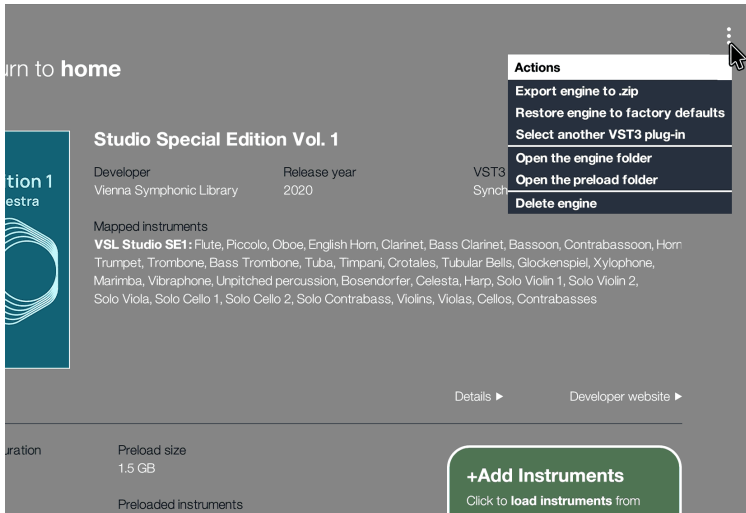 *u: unpitched percussion*
 *k: keyboards*
  s: section strings
  S: solo strings
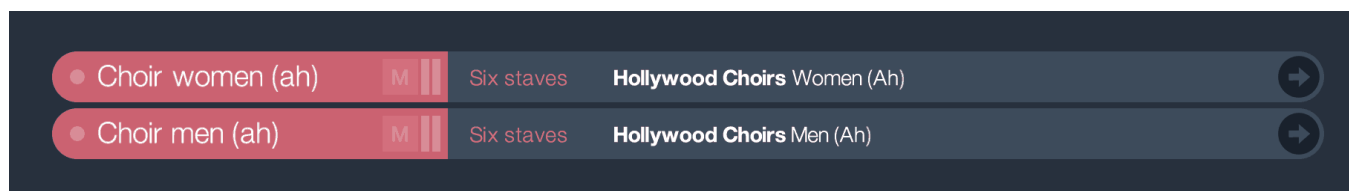 *a: select all*
  Enter: add selection

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- **From the upper-right menu**, you can export the engine as a `.zip` file, restore the engine to factory defaults, choose a different VST3 plug-in, delete the engine, or open its associated folders.

- **In addition to these folders**, you'll also find folders for user preferences, bounced stems, and saved templates.

- **Others can import the engine** by dragging the `.zip` file into NPPE. To use it, they must have the same VST3 instruments installed.
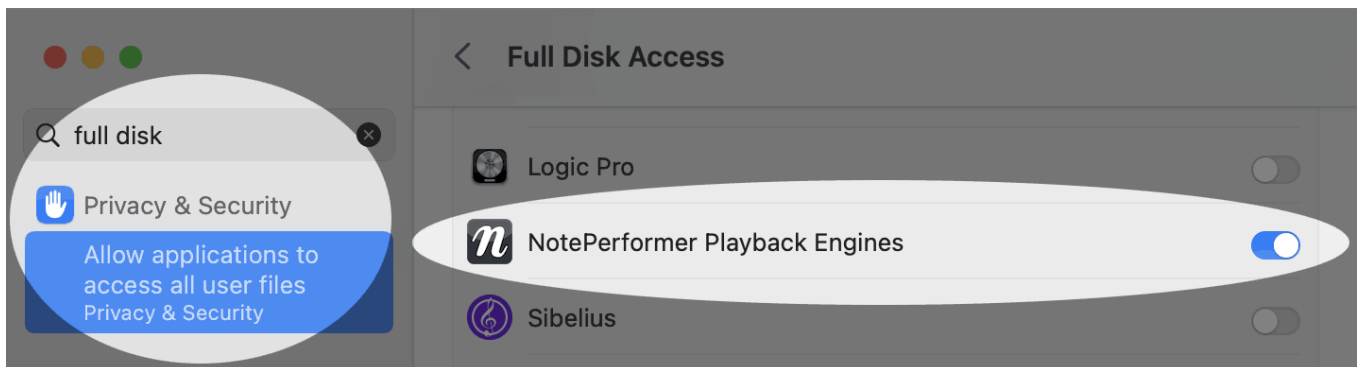

- **If samples don't load from external drives or other locations on macOS**, try activating *Full Disk Access* for *NotePerformer Playback Engines*.

- 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

| ● Choir women (ah) | M ❚❚ | Six staves | **Hollywood Choirs** Women (Ah) | ➡ |
| ● Choir men (ah) | M ❚❚ | Six staves | **Hollywood Choirs** Men (Ah) | ➡ |

- **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.

PLAYBACK ENGINES
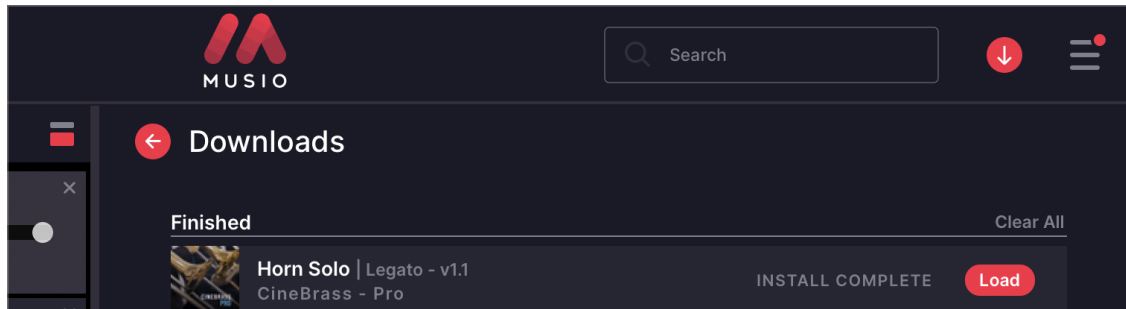
- **This applies to Musio libraries.**

- **The required instruments are automatically downloaded** first time you attempt to preload a Musio instrument.

- Depending on your connection, this may take a while.

- **You can follow the progress** from the Musio application.
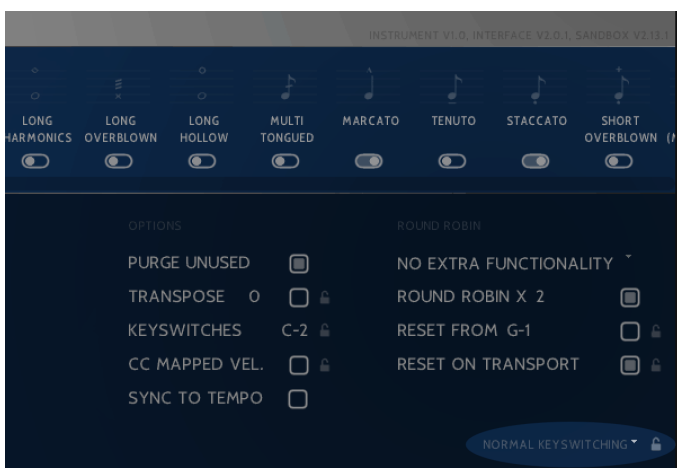
- **This applies to Spitfire Audio libraries.**

- **Don't select the padlock** for Keyswitch/UACC method (bottom right).

- **The playback engine won't work** in that mode.