

A large, white, stylized cursive letter 'm' is centered on a dark blue background. The letter has a thick, rounded, and fluid appearance, characteristic of a calligraphic or script font. It features two distinct humps, with the second hump being slightly taller and more rounded than the first. The strokes are smooth and continuous, with a slight shadow or gradient effect that gives it a three-dimensional feel.

VERSION HISTORY

## Finale support

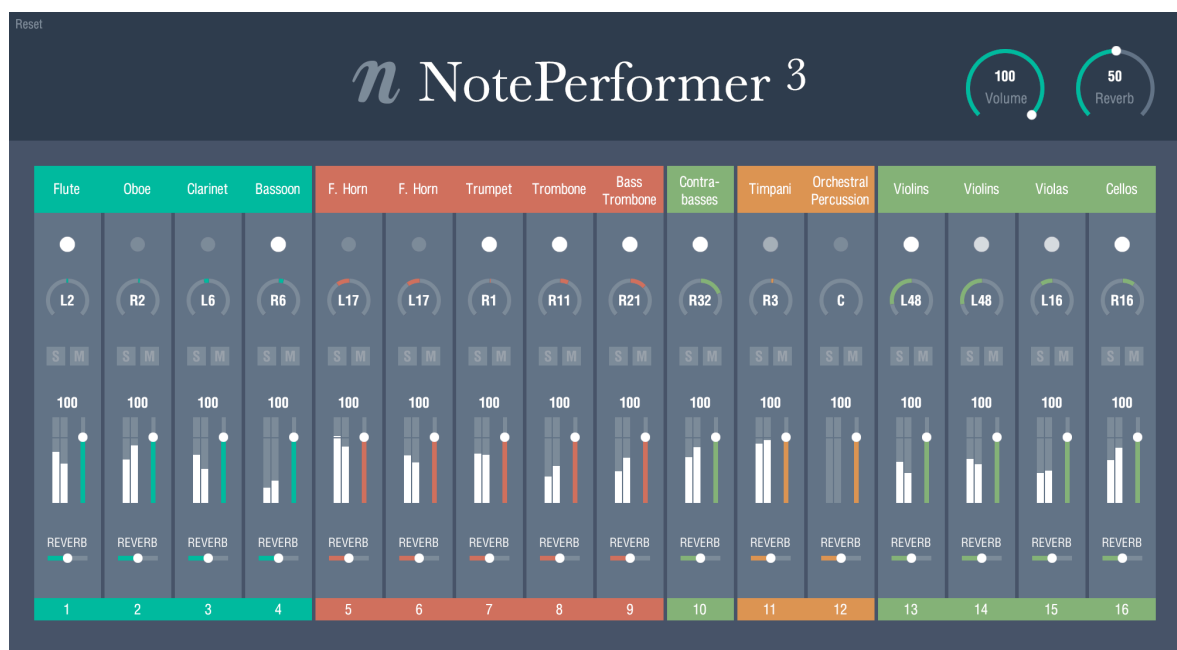
Under development. Please follow our online support guide for more information on how to run NotePerformer in Finale, and learning about issues that are still unresolved or features that are not fully incorporated.

## Dorico support

Under development. Please follow our online support guide for more information on how to run NotePerformer in Dorico, and learning about issues that are still unresolved or features that are not fully incorporated.

## Built-in mixer for Finale and Dorico.

When running NotePerformer in Finale or Dorico, NotePerformer now includes its own high-resolution mixer interface. The built-in mixer fills the same purpose as the built-in mixer in Sibelius, and is not accessible from Sibelius (something which would also not be technically possible).



## Shorter reverb

A different approach to reverb. NotePerformer now targets the sound of a medium-sized recording venue, with stronger focus on early reflections and a less pronounced reverb tail. This results a very clear yet lively sound, but not overly reverberant.

The new approach sounds great even with a very short reverb time, and is very flexible in the sense that it's readily supplemented by your own choices of reverbs, delays or other filters that you may choose to use when mixing professionally.

## **Intelligent timing**

NotePerformer 3 introduces a new and innovative approach to timing in virtual instrument technology, preserving natural rhythm and performance-timing over different sounds and articulations.

With an ordinary sampled orchestra, sounds that are stacked tend to sound muddy or diffuse, or your music may have unwanted syncopation. It happens because the timing and note lengths do not match or cross-correlate between different instruments, articulations or samples.

But in NotePerformer 3, all instruments stay perfectly synchronized throughout the performance with our new “intelligent timing” technologies. By intelligently time-warping the performance of musical phrases, NotePerformer 3 makes up for timing discrepancies between notes of different expression, articulation and sound, like a well-rehearsed musician. This produces a tightness of sound that you normally only hear in live music and professional orchestras.

## **Orchestral Tuning per-instrument**

Orchestral Tuning MIDI CC (e.g. 440 Hz) is now a per-instrument setting, rather than a global setting for the entire orchestra.

## **Sibelius plug-in for resetting the mixer**

We now include an easy-to-use Sibelius plug-in which resets the volume for all instruments in the mixer. The plug-in also resets the panning to the instrument's default value. This plug-in is very useful, because Sibelius's default mixer volumes are uneven.

## **Sibelius plug-in for vibrato amount/speed**

We now include an easy-to-use Sibelius plug-in which produces the MIDI CC messages for overriding the vibrato amount or speed. The plug-in makes this feature more accessible and easier to use.

## **Sibelius plug-in for a2, a3, ...**

We now include an easy-to-use Sibelius plug-in which produces the appropriate MIDI CC messages for building brass or woodwinds sections. Using this plug-in, you can get the effect of writing e.g. “a4” in the score, meaning that each note will be performed by more than one player, while chords are still divided appropriately.

## **Sibelius plug-in for pipe organ registration**

Instead of being a rather inaccessible MIDI CC feature, you can now very easily change the pipe organ registration using our dedicated Sibelius plug-in. You select the stops you want, from a list of checkboxes, and the plug-in produces the appropriate MIDI CC message in your score. It also works for the treble/bass stops for accordion.

For Finale and Dorico users, as an alternative to the plug-in we provide a page on our website where you may easily calculate the appropriate MIDI CC message, producing your selection of stops. Please visit [www.NotePerformer.com](http://www.NotePerformer.com) for more information.

## **Delay-free switching between playback devices**

Switching back and forth between General MIDI and NotePerformer, which is common for live recording purposes, is now a delay-free operation in Sibelius. So is adding or removing NotePerformer instances (or opening or closing scores) in Finale or Dorico.

## **Smaller installer size**

The installer is now compressed, making the download quicker. Don't be alarmed by the fact that the installer is now only about 650 Mb in size. The software size did not change, but the actual size on your hard drive is still the same once installed. Only the installer is smaller due to data compression.

## **Improved interpretation of slow music**

NotePerformer's interpretation of slow music has improved quite significantly, as a result of improved music prediction and the addition of the intelligent timing features (see above).

Slow music remains more difficult to interpret than fast music, because NotePerformer's read-ahead time (1 second) is relatively speaking much shorter at slower tempos, when set against the the average note or phrase length.

## **Better humanization**

Although many of these features were also present in earlier versions of NotePerformer, the humanization is now much more dependent on the musical context than it used to be.

The changes result in a humanization which may be very loose at times, when appropriate, but very tight at other times, when appropriate.

## **Better vibrato rules**

The performance rules for vibrato have been significantly improved. It's particularly noticeable during slurred lyrical phrases, e.g. when the player selects whether to perform a note with legato or not. It also affects vibrato speed and/or execution or amount.

## **Better on/off bow handling**

The short note bow handling for strings has been improved. This is a group of algorithms which determine whether to keep the bow resting on the string, at the end of a note or between notes. NotePerformer 3 makes a better determination than earlier versions.

## **Pitch-shifting no longer causes the "Mickey Mouse" effect**

Glissando/portamento for strings and timpani no longer distorts the timbre. With previous versions of NotePerformer, only the synthesized instruments (brass, choirs and most woodwinds) had this advantageous property.

## **Tonal issues/noises fix**

Tonal issues with unwanted harmonics have been resolved. This error was affecting

selected soft notes or slow attacks in some the synthesized brass and woodwinds instruments, where a faint metallic noise could be heard in the sound. All synthesized instruments were rebuilt from scratch with a more detailed tonal model, which eliminated this issue.

## **Trill fixes**

Trill-related bug fixes for Sibelius. Trills have been notorious for causing issues with articulation handling with NotePerformer in Sibelius, and automatic slurring for trills did not always work as expected. We've made significant changes to how this is handled in the Sound Set for NotePerformer 3, hopefully resolving these issues.

Please note that “tr” symbols without a trill line still playback without a slur, unless one manually adds the +trill sound ID to those symbols in the Dictionary. This goes for any playback device, not only NotePerformer. Please see the Quickstart/User's Guide for Sibelius for more information.

## **“Tenuto always” plug-in for Sibelius**

We don't recommend using this feature. But to appease a number of our users requesting it, we now include a plug-in for Sibelius which puts the instrument in a permanent state of tenuto by the use of a MIDI message, regardless of your notation.

In practice, this means that all notes are performed for their full, written, length, circumventing natural interpretation. The bow is kept in touch with the string at all times, much like a beginner would play it. It has the exact same effect as putting a hidden tenuto mark on all notes that are not already slurred, and can be seen as a way to make NotePerformer sound more like an old-style digital sample library.

We take no responsibility for this setting, and it should only ever be used creatively. Never use this when proof-listening a score intended for live musicians, but use the tenuto articulation whenever warranted, so that the musicians understand what you want.

## **Electric guitar mixer volume fix**

Electric guitar with distortion now responds to volume in the mixer.

## **General improvements in musical interpretation**

There have been lots of small improvements of and tweaking of performance rules. It affects the player's choices of note lengths, unwanted note overlaps or note gaps, dynamic envelopes etc.

## **Uninstallers**

We now include an automatic uninstaller.

On PC, you may easily uninstall NotePerformer 3 from add/remove programs.

On Mac there is no standard procedure for this, but we include a .command script file in NotePerformer's folder on your main drive's /Library/Application Support folder. Please see our online support guide for more information.

## **Signed installers**

As a consequence of changing our licensing system (there is no noticeable practical difference for the end-user) we can now code-sign our installers. This improves security somewhat, and removes warning messages, nags and obstacles during installation on both Mac and PC.

## **Choir fixes**

Multiple bug fixes for choirs, including the strange vibrato (shake) occurring when using the general “Choir” staff as well as issues in general with rough timbre and transitions. There’s now also a general “Choir” sound dedicated for the staff type.

## **Drum kit sound auto-selection**

Drum set sounds are now selected automatically also for other staff types than the “jazz” kit (excluding the “Rock” kit staff).

## **“Let ring” CPU spike fix**

CPU spike occurring when doing a roll on a staff with “let ring” has been fixed.

## **Piano *ppp* fix**

Piano dynamic range has been tweaked, making *ppp* slightly softer than before, for higher notes.

## **Organ dynamics increase**

Organ dynamic range was increased somewhat.

## **General improvements**

Various small improvements that don’t affect playback.

## **Vibrato Speed MIDI CC #106 was added**

New feature: Vibrato Speed MIDI CC #106. It’s now possible to override the target vibrato speed for an instrument (please see documentation on MIDI controllers before using).

## **Pop attacks MIDI CC #107 was added**

New feature: Pop attacks flag MIDI CC #107. This experimental flag is intended to improve playback of non-classical music (please see documentation on MIDI controllers before using).

You may download this version from: <https://noteperformer.com/version2.0.2/>

## **Sound quality improvements**

Great sound quality and timbre improvements for ALL instruments. The existing sound library has essentially been rebuilt from scratch in order to achieve higher clarity and distinction, and a more open sound.

## **Improved solo strings**

Solo strings have been completely reworked. Improved tuning!

## **Improved legato**

More realistic and more distinct legato transitions.

## **Improved reverb**

New and improved reverb and early reflections algorithms.

## **Greater dynamic range**

Greater dynamic range for brass instruments, and many of the woodwinds. Accents and marcato can now reach beyond FFF, for notes where it's applicable.

## **Improved note time/pitch humanization**

Note timing and pitch algorithms have been improved, allowing psychoacoustic note separation without spoiling the musical context and beat.

## **Note-to-note volume is now more even**

Note-to-note volume and tone differences for woodwinds and brass has been greatly improved upon (make sure Espressivo is turned off).

## **Electric organ sounds were added**

Electric organ sounds were added. Use the "Electric organ", "Rock organ" and "Percussive organ" staves in Sibelius.

## **Rainstick sound was added**

Rainstick percussion sound was added.

## **Strings now defaults to non vib. on the open string**

Strings no longer play vibrato on the lowest open string (the lowest note on the instrument) as this isn't physically possible.



## **Belltree sound was added**

Belltree percussion sound was added. It requires manual mapping to a note head on a percussion staff, because this instrument doesn't have its own staff in Sibelius.

## **New recorder sounds**

Recorder sounds were replaced with samples instead of synthesis.

## **Harmonica was added**

Harmonica sound was added.

## **Reduced CPU use**

Significant performance optimizations.

## **Splash screen graphical fixes**

Fixed issue with the NotePerformer splash screen on OS X, where it did not always display correctly.

## **“Poco vibrato” was added**

“poco vibrato” technique is now possible, if one manually adds a dictionary entry for this mapping to the +vibrato.light sound ID. But there is now also full vibrato control over MIDI CC (see further down) which makes this somewhat redundant.

## **Mutually exclusive percussion sounds were added**

Hi-hat, triangle and guiro sounds are now mutually exclusive as recommended by the General MIDI standard (e.g. a ringing hi-hat sound is automatically choked by a closed hi-hat note).

## **Pipe organ dynamics added**

Pipe organ now responds to dynamic changes.

## **Doits, shakes and falls timing fixes**

Doits, shakes and falls bugs have been fixed. They should now trigger for the correct note also in Sibelius 7.5 and more recent versions of Sibelius.

## **Orchestral tuning (e.g. 440 Hz) MIDI CC #102 was added**

Overriding base tuning, e.g. 440 Hz, is now possible using MIDI CC #102 (advanced feature, please see documentation on how to use).

## **Pipe organ registration MIDI CC #103 was added**

Custom pipe organ registration is now possible using MIDI CC #103 (highly advanced feature, please see documentation on how to use).

## **Section-building (e.g. "a4") MIDI CC #104 was added**

One can now create custom sections, e.g. a2, a3, up to a8, using MIDI CC #104, as a workaround for not being able to support this as a technique in Sibelius (advanced feature, please see documentation on how to use).

## **Vibrato amount MIDI CC #105 was added**

Vibrato amount can now be controlled by the user using MIDI CC #105 (advanced feature, please see documentation on how to use).

## **External MIDI timing improvements**

NotePerformer's timing now more closely matches that of General MIDI, when mixing sounds from both sets.

## **Polyphonic harmonics are now supported**

Polyphonic harmonics are now supported, when using artificial harmonics notation (e.g. four written notes producing two pitches, six written notes producing three pitches, etc.).

## **Minor improvements and fixes**

Lots and lots (and lots) of minor playback bugs or discrepancies have been corrected and improved upon, and general musical interpretation has been extended with new additions and tweaks.

## **Sound/reverb technology changes**

A new real-time version of the room sound technology from version 1.3.3 has been incorporated. This allows NotePerformer 1.5.0 to produce a sound with the distance and depth of 1.3.3, while preserving the sonic detail of version 1.4.2.

Additionally, you can scale this effect using the lower settings of the reverb sliders in the mixer. With the reverb sliders left at their default value of 39%, the Small room setting in Sibelius->Performance provides a full room sound but no reverb. Reducing the reverb slider additionally gradually lowers the room effect, until the sound is completely dry.

## **Soloist vs. section member solo strings**

Solo strings now come in two flavors: soloists and section members.

The soloists play with a dynamic range and volume more appropriate for solo passages or string quartet playing. The section members, on the other hand, have the same dynamic range and volume as the individual players in NotePerformer's string section sounds. The default sound is the soloist.

## **Auto-slurs on trills**

Trills are now played legato automatically, when using a technique in Sibelius which specifies the +trill sound ID.

## **Auto-fluttertongue on fast tremolo**

Fluttertongue is now automatic when notating a buzz roll or a tremolo with at least 4 slashes (woodwinds and brass only).

## **Minor improvements and fixes**

And as always, an abundance of small tweaks and fixes. Affecting individual sounds, tuning, balance and musical interpretation.

You may download this version from <https://noteperformer.com/version1.5.0/>

# NotePerformer 1.4.2c

March 4, 2015

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## **Critical bug fix**

A bug that could cause instabilities in certain musical situations (affecting only some systems and Sibelius versions) was corrected.

## **Tremolo timing improvements**

Improvements in the timing algorithms, which could previously cause some unwanted unevenness to fast notes or tremolos.

You may download this version from <https://noteperformer.com/version1.4.2/>

# NotePerformer 1.4.2

February 26, 2015

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## **Pitch bend bug fix**

A critical pitch bend bug which wasn't fully resolved by 1.4.1 was fixed.

## **Note length bug fix**

A note length bug was resolved.

## **Documentation updates**

The documentation was updated with a section on how to use NotePerformer's sounds, including bowed percussion and the new strings. A recommended read!

# NotePerformer 1.4.1

February 25, 2015

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## **Critical bug fix**

A stray bug in version 1.4.0 caused NotePerformer to crash when using glissandos for brass or woodwinds. This has been fixed for version 1.4.1.

## **Added bowed pitched percussion**

Added bowed pitched percussion (glockenspiel, vibraphone, crotales, chimes, xylophone, marimba).

## **Replaced piano sounds**

Piano was replaced with new sounds.

## **Replaced drum kit sounds + brushes added**

Drum kit was replaced with new sounds, optionally played with brushes.

## **Strings was replaced with new section-building technology.**

All string sections are now, under the hood, constructed from individual solo players who will automatically play divisi. There's also a new option to assign 1/2 sized sections, from the mixer, which allows splitting the section in half over two staves, or for creating smaller sections.

From now on, when using the solo strings, you tap straight into the players of the section, one by one. This means the volume for solo strings will appear lower because they have not been adjusted for a close-up perspective, but they remain in an orchestral perspective.

## **Improvements to timing humanization**

Improved tuning, and better random pitch algorithms.

## **Reverb algorithm changes**

Dryer/more close-up sound, across the board, with updates in both reverb and synthesis/DSP algorithms.

## **Panning algorithm changes**

The built-in panning law now uses a more traditional approach, with a stronger left/right separation.

## **Brass tuning fix**

Brass intonation problems have been fixed.

## **Piano dynamics voice separation**

Piano now allows using different dynamics for different voices in the score.

## **Less detachment with longer notes**

Long notes are now played with less separation.

## **Bug fixes**

Various Sound Set (NotePerformer.xml) fixes.

Glitches and clicking loops were fixed.

## **Glissando improvements**

Improved string glissando sound.



## **Sound improvements**

Improvements in balance, dynamics and sound for section strings.

## **Memory management improvements**

Improved memory management with considerably lower virtual memory use, solving problems with NotePerformer not working on some 32-bit PC machines.

## **Accent/marcato fixes**

Fixed issue with accents and marcato having become almost inaudible on some instruments.

## **Guitar pizzicato bug fix**

Guitar pizzicato now works again.

## **Legato+harmonics Sound Set fix**

Slurred harmonics for strings should now work.

## **Reduced download size**

On Windows, 32-bit and 64-bit versions now share the same sound and data files, reducing the PC download size by almost 50%.

## **Sample glitch fixes**

Sample artifacts in section string samples have been corrected.

## **Harp harmonics sound improvements**

Improved harp harmonics sound, for the lower strings in particular.

You may download this version from <https://noteperformer.com/version1.3.3/>

## **Breath noise fixes**

Instruments having too much noise, in particular the tuba, has now been corrected.

## **“Dry” reverb setting fixes**

The “Dry” reverb setting had a tiny bit of early reflection sound in 1.3.0, but now it’s completely dry as expected.

## **Sound quality improvements**

Some minor fidelity improvements.

## **Optimizations**

Slightly better optimization, requiring less CPU use.

## **Critical bug fix, switching playback configurations in Sibelius**

A behavior causing Sibelius to freeze/hang on some systems when switching playback configuration has been fixed.

## **Critical startup bug fix**

A bug that could crash NotePerformer at startup (under unusual circumstances only) has been fixed.

## **Note timing bug fixes**

Some note timing issues introduced with 1.3.0 has been corrected.

## **Added user's .log files**

NotePerformer now produces its own .log files, simplifying trouble shooting on systems that have problems running NotePerformer.

# NotePerformer 1.3

April 8, 2014

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## **Choir sounds were added**

Added choir (SATB, ah and ohs, soloists and section).

## **Wind chimes sounds were added**

Added wind chimes (metal bar chimes).

## **Accordion sounds were added**

Added accordion (left/right hand, high/low or mixed register).

## **Bandoneon sounds were added**

Added bandoneon (left/right hand).

## **Theremin sounds were added**

Added theremin (modern & tube).

## **New reverb**

Completely revamped reverb algorithm (again).

## **Basic support for jazz articulations**

Experimental support for falls, scoops, doits, plops and shakes.

## **General improvements**

A huge number of improvements in sound quality and musical interpretation, all across the library.

## **New solo strings.**

Solo strings were replaced with new samples.

## **Multiple solo string sounds**

Multiple variations on solo strings (handled automatically). You can now have multiple solo strings playing at the same time, sounding like a small string section without phasing.

## **Church organ sounds were added**

Church organ added (great, swell and pedal). Choose from all stops or individual stops assignable from the mixer.

## **Sound quality improvements**

Improved sound quality for all brass, woodwind and string instruments.

## **New reverb**

A brand new reverb algorithm.

## **Optimizations**

Dramatically reduced CPU use, often as much as 50% lower.

## **Saxophone bug fixes**

Improved expression for saxophones.

## **New Sound Set for Sibelius**

New sound set/sound ID structure. For example, non vib. no longer breaks pizz./arco.

## **Better timing consistency and synchronization**

Improved timing between different types of instruments.

## **Flutter-tongue now supports tremolo slashes**

Flutter-tongue (flz) no longer sounds bad from adding slashes to the notes.

## **Improvements in vibrato execution**

More realistic-sounding vibrato shapes.

## **Guitar pizzicato**

Guitar pizzicato technique added.

## **General percussion sample tweaks**

Volume and sound tweaks to unpitched percussion sounds

## **Background noise reduction**

A little less background noise by default.

## **General improvements**

General improvements in sound and performance.

## **Added Sibelius 7.5 support**

Support for the upcoming Sibelius 7.5.

# NotePerformer 1.1.3

September 25, 2013

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## **General sound improvements**

Overall sound improvements.

## **Improved strings**

Improved strings sound, and behavior.

## **Reverb fixes**

Reverb & room sound improvements.

## **Crotales transposition bug fix**

Crotales now play in the right octave.

## **General fixes**

Miscellaneous fixes and tweaks to individual instruments and notes.

## **Splash screen bug fixes**

Windows splash screen bug fixes.

## **Installer bug fixes**

Windows installer bug fixes.

## **Windows specifix fixes**

Windows XP-specific bug fixes.

# NotePerformer 1.1

September 16, 2013

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## **New mixing algorithm**

New mixing algorithm with a warmer sound (expect somewhat increased CPU usage per voice).

## **Recorder fixes**

Updated recorders.

## **Chimes transposition bug fix**

Chimes/tubular bells no longer play an octave too high.

## **Reduced editing latency**

Lower audio latency when editing notes.

## **Reverb changes**

More transparent reverb.

## **User's guide now included with installation**

On PC, the Users's Guide .PDF is now automatically unpacked to the installer's folder, after installation.

## **Splash screen critical bug fix**

On PC, the welcome window should no longer crash Sibelius in the rare occasion that it cannot be created.

# NotePerformer

September 2, 2013

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## **NotePerformer is released.**

NotePerformer introduces a dramatic improvement on existing MIDI playback technologies, by reading ahead in the score during playback, analyzing the music, and rendering the music as an expressive musical performance instead of processing it note-by-note.

This allows an accurate reproduction of the written music, with realistic musical phrasing for every single member of your virtual orchestra.