NotePerformer 5

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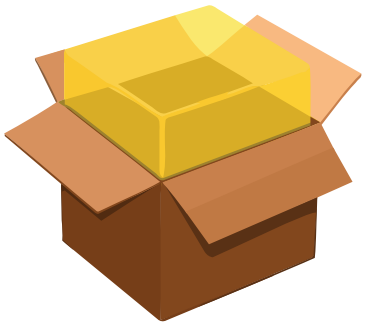
GUIDE FOR

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.

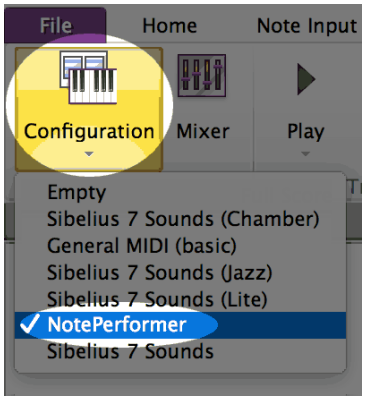
- **Run the installer** and proceed through all steps. The full version overwrites the trial version.

- 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.

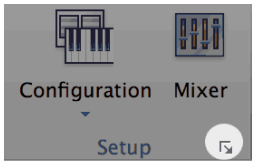
SIBELIUS

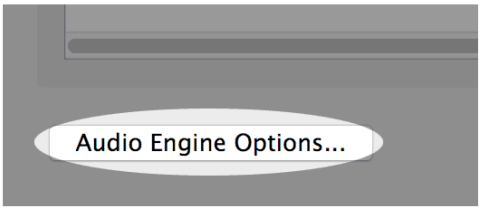


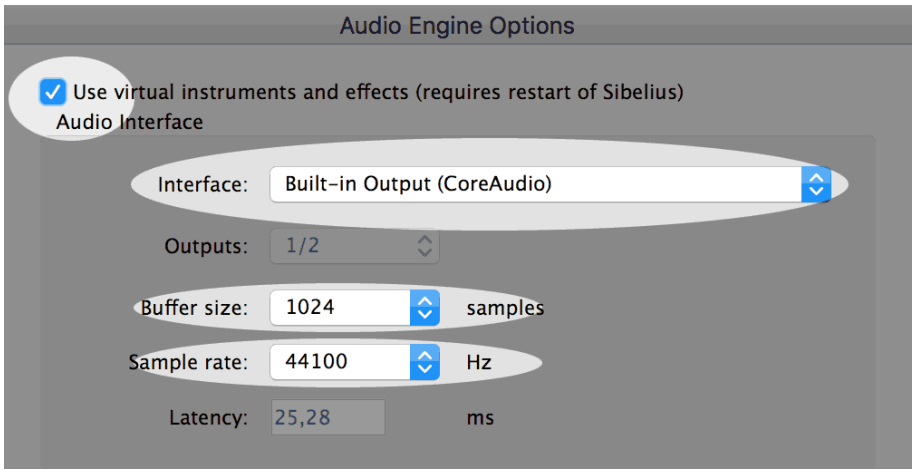
- To get NotePerformer playback in Sibelius, switch to **the *NotePerformer* configuration**.
- This configuration **should appear automatically** if you've installed NotePerformer.

- 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

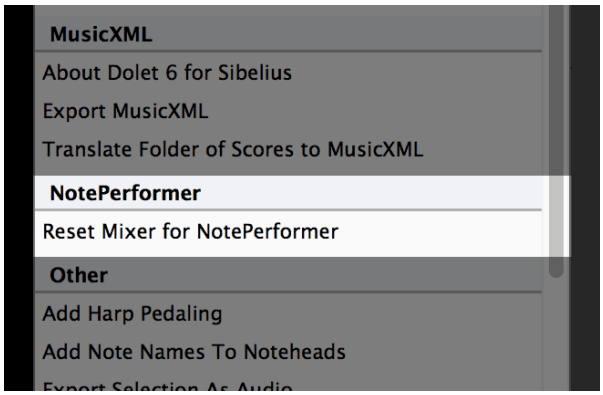




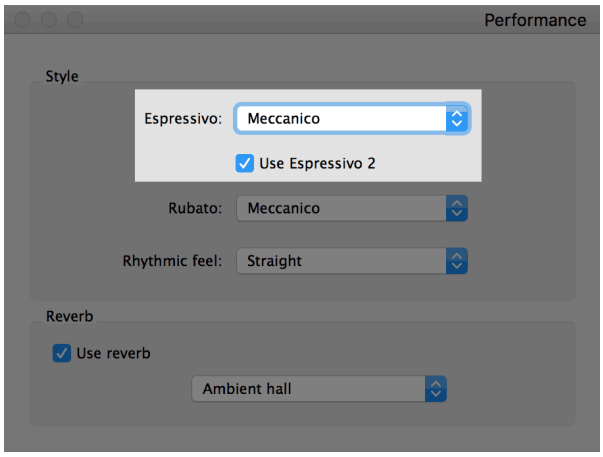


- **If NotePerformer playback isn't working**, step one is to open the *Audio Engine Options* dialog and review your settings.
- **When troubleshooting**, please always use the *Primary Sound Driver (DS)* on PC, and the *Built-in Output (CoreAudio)* on Mac.
- **When troubleshooting**, please use a *buffer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

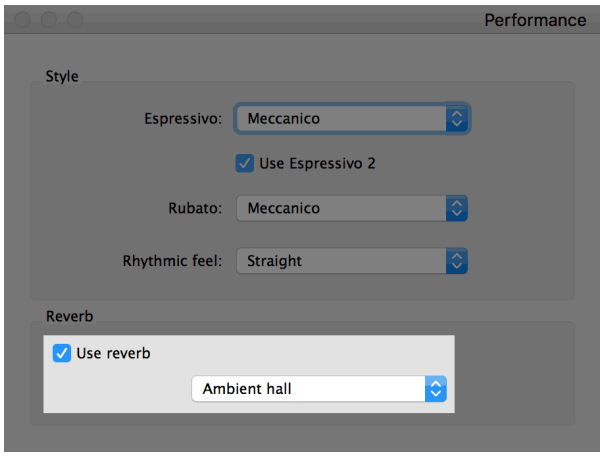


- You can also use our included plug-in to **reset all instruments to a volume of 95**.
- **Run this script** when starting a new score, or when adding staves.
- This script **also resets pan** to the staff's default.

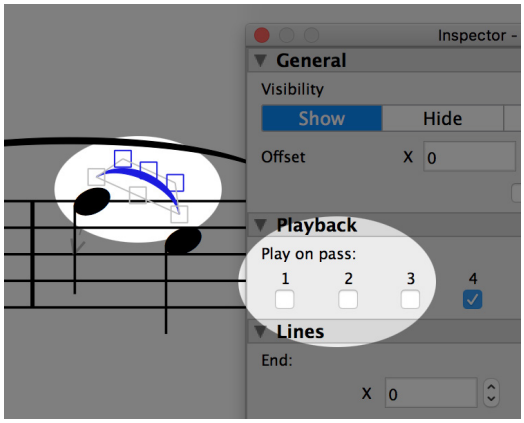


- If you want Sibelius to strictly follow the dynamics in your score you must **lower the espressivo setting to meccanico** from the performance dialog.
- The "espressivo" feature makes Sibelius *humanize* the dynamics, for better or worse. **Use only with care**.
- If you experience problems with **higher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

SIBELIUS



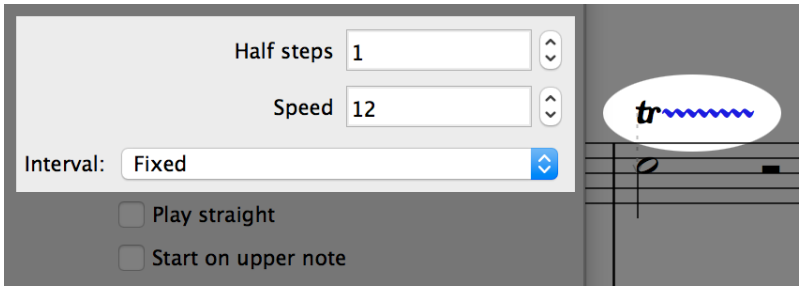
- You can also **change our global reverb level** from the performance dialog.
- This is done by changing from **Ambient hall** to another room type.
- The "Use reverb" checkbox must **always be selected**.
- You can **turn off the reverb** by using the "Dry" room type.
- You can have **early reflections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



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

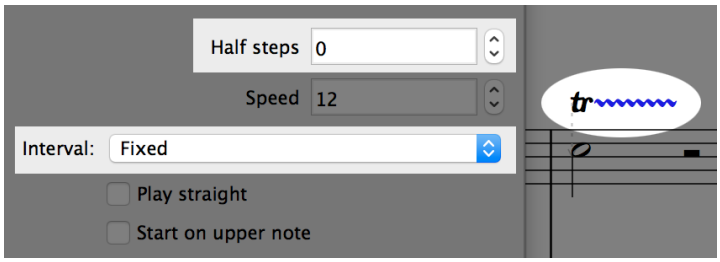
SIBELIUS

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

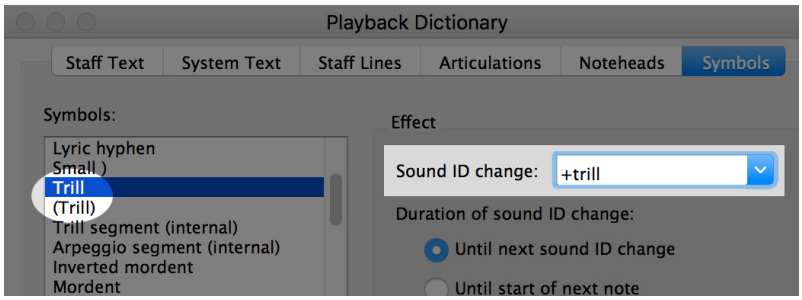


- You can **customize playback of individual trills** in Sibelius, from the Inspector.
- Speed means **number of notes per second** and is useful for fine-tuning playback of a trill.

SIBELIUS

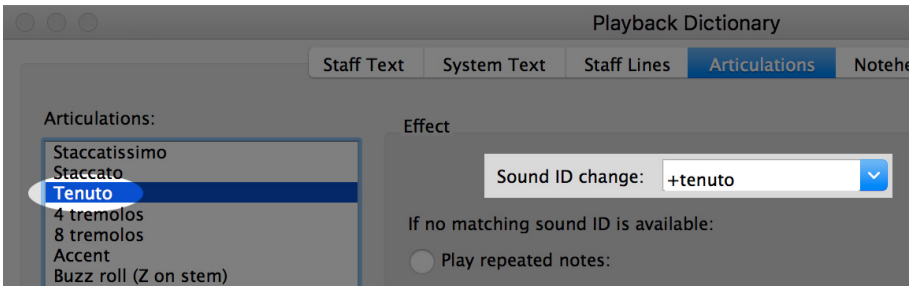


- **This problem is resolved from Sibelius 2019.4.**
- Unpitched percussion trills in Sibelius occasionally play the **wrong sound for every other note**.
- This happens when Sibelius incorrectly performs it as an **interval trill** within the percussion map rather than a tremolo.
- Problem is solved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

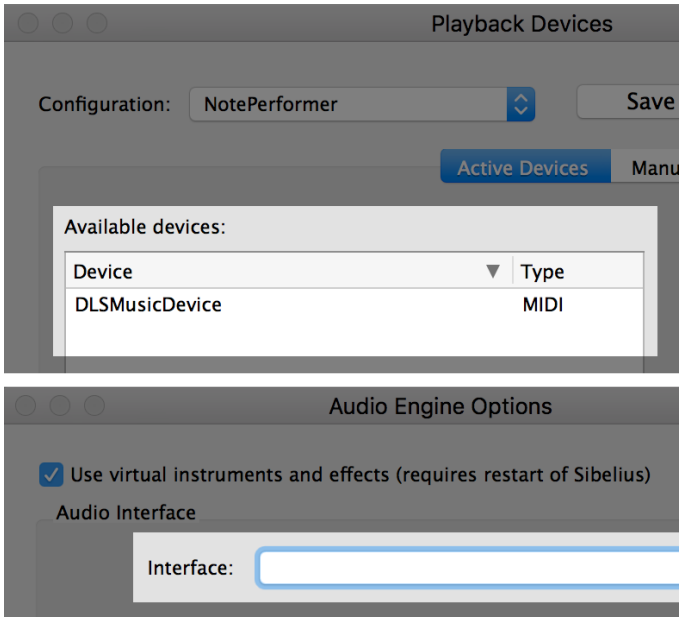


- Trill lines are automatically performed legato—when using NotePerformer—**but trill symbols aren't** because they are missing the appropriate Sound ID change.
- Problem is solved by manually **adding the +trill Sound ID change** to the symbols in the Dictionary.

SIBELIUS

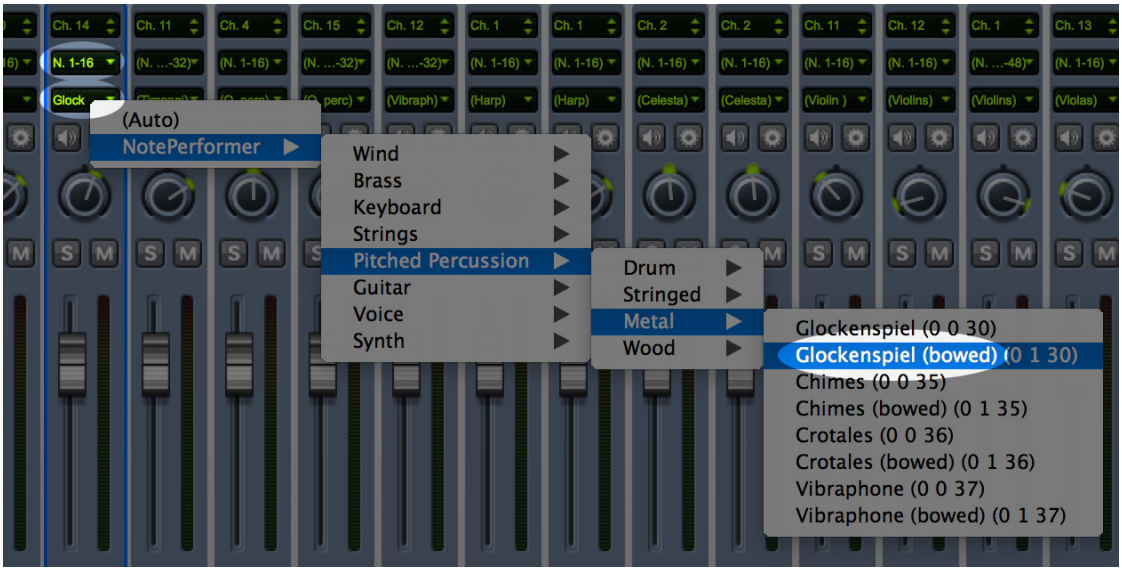


- Scores using an **old House Style** may be missing Sound ID changes for articulations such as *tenuto* and *marcato*.
- Without a Sound ID change, the articulation will **not playback correctly**.
- Problem is solved by **manually adding Sound ID changes** named after the articulation.
- Or alternatively,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



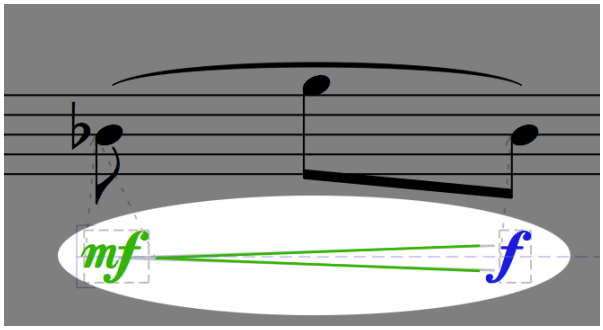
- If you see **only "MIDI" type playback devices** in Sibelius, you may not have an audio interface configured.
- In this state only **General MIDI playback works**.
- Problem is solved by opening the *Audio Engine Options* dialog and **selecting an audio interface**.

SIBELIUS

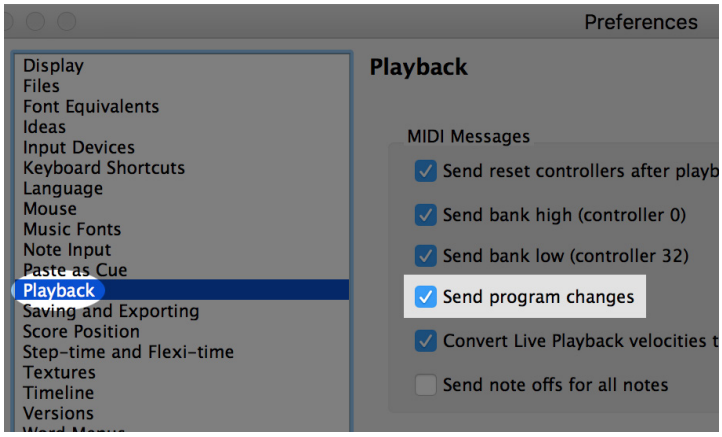


- Sounds in NotePerformer that lack a staff definition in Sibelius may be accessed by **overriding the sound from the mixer**.
- If you manually override a sound from the mixer then Sibelius **also overrides the device**—whether you like it or not—by assigning it to the first NotePerformer instance (N.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

SIBELIUS

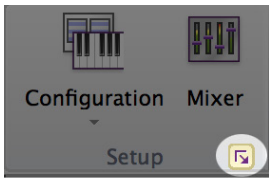


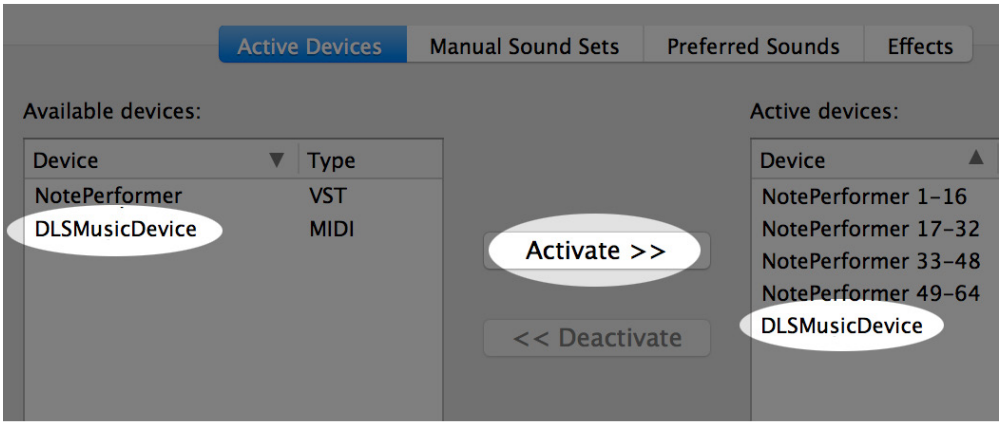
- Dynamics should include **voice 1** when possible.
- Dynamics or hairpins in the wrong voice is a **common source of error** with Sibelius playback of dynamics.



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

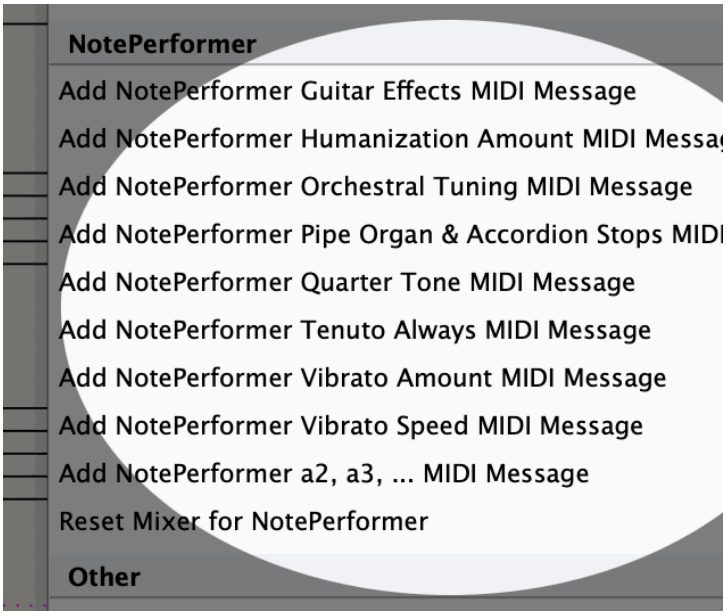
SIBELIUS





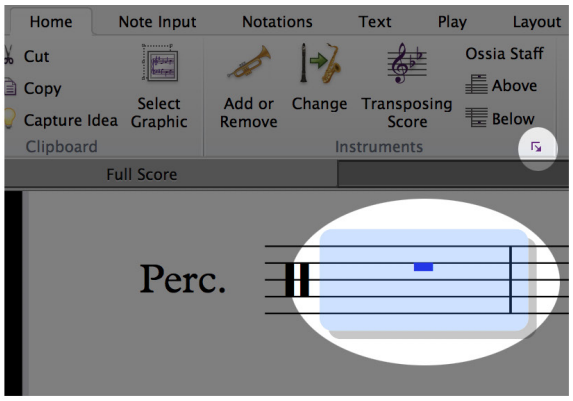
- If you want to **mix sounds from different plug-ins** you add these additional plug-ins to the NotePerformer playback configuration.
- This is done from the **Playback Devices** dialog. You select the plug-in you want to add under *available devices* and click *activate*.
- Save the configuration using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

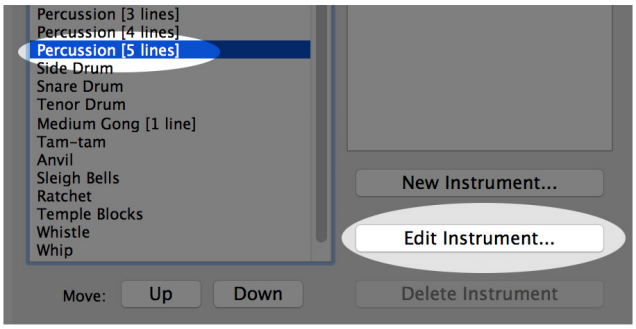
SIBELIUS

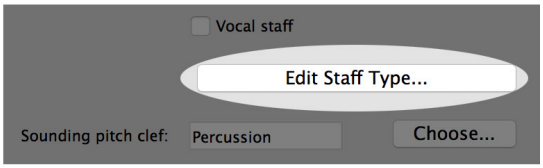


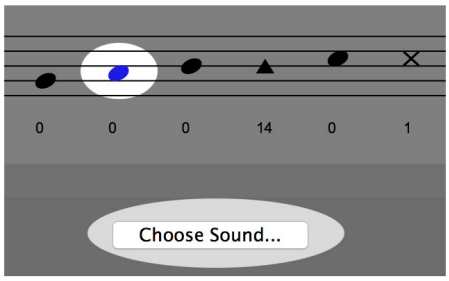
- Our *Plug-Ins* for Sibelius unlock **additional features**.
- The *Orchestral Tuning* Plug-In adds support for **tunings other than 440 Hz**.
- The *Pipe Organ Stops* Plug-In provides easy access to **custom registration**.
- The *Tenuto Always* Plug-In forces all notes to be performed for their full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

SIBELIUS



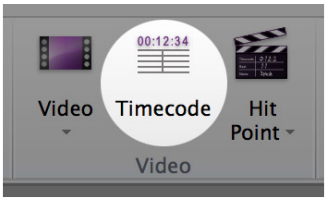


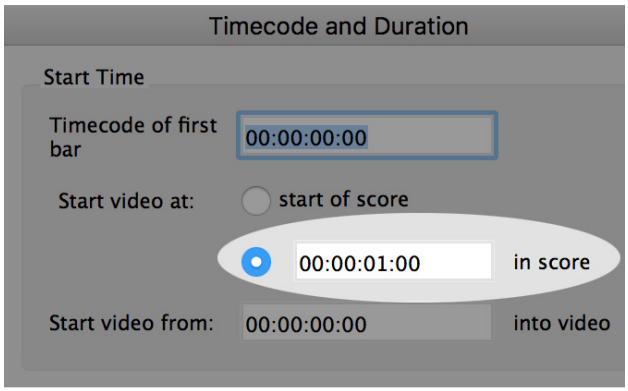


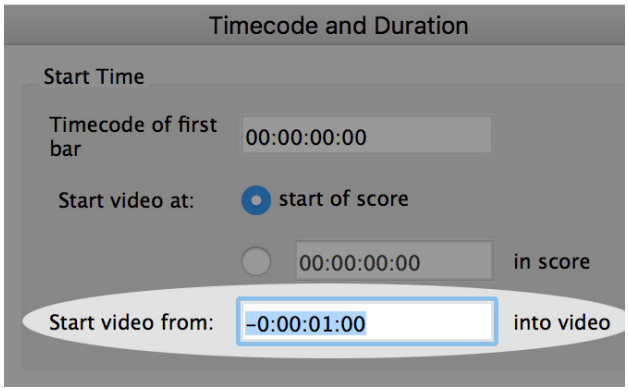


- **We include a range of percussion sounds with no natural mapping in Sibelius**, such as the Suspended Cymbal and Opera Gongs.
- These must be **manually mapped** to a percussion staff of your choice, if you wish to use them.
- **1. Add a percussion staff** with the right appearance.
- **2.** Select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

SIBELIUS

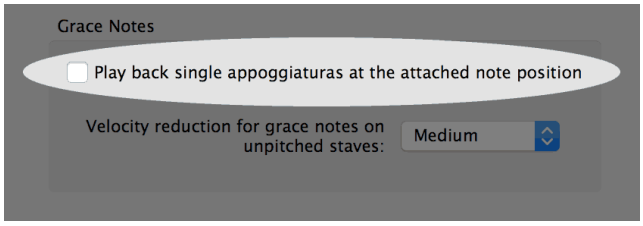




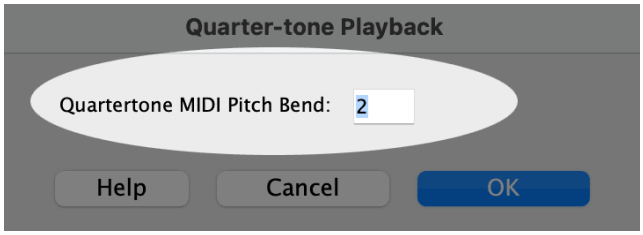


- **Videos may be out of sync** in Sibelius due to NotePerformer's one-second latency.
- **This is easily corrected for** by opening the *Timecode and Duration* dialog, and starting the video one second into the score.
- **Alternatively**, you can start the video from a negative offset. By setting the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

SIBELIUS

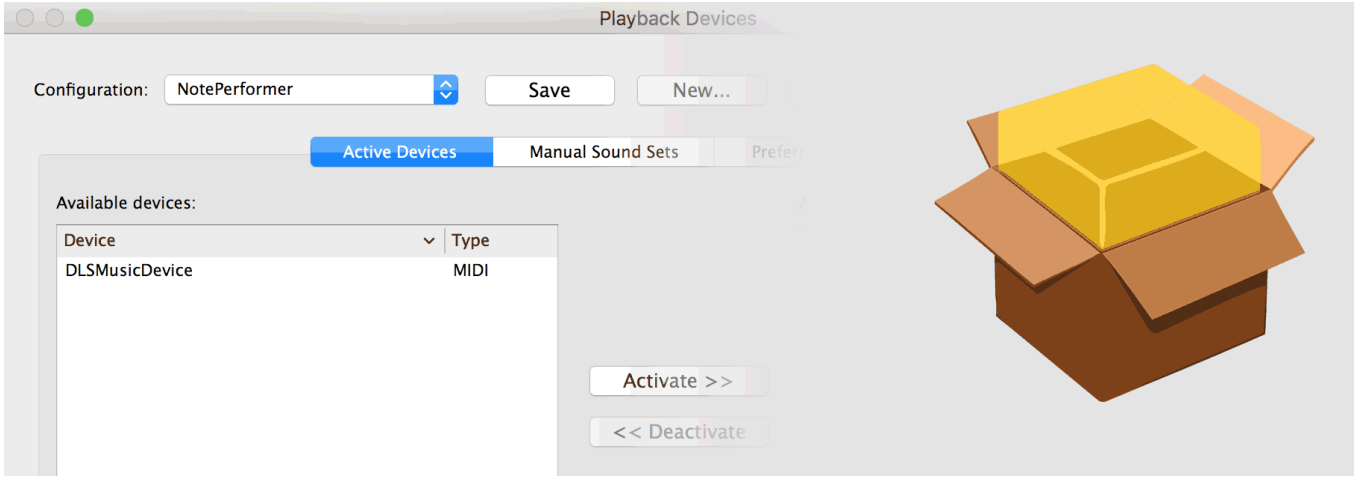


- **Unexplainable playback errors in Sibelius** are often caused by the '*Playback single appoggiaturas at the attached note position*' setting.
- You access this setting from the *Performance* dialog.
- If a score behaves strangely in playback **we recommend *unchecking* this setting** as a first resort.



- **Since version 5.1.0**, NotePerformer has improved compatibility with the built-in quarter-tone plugin.
- **The value "2" is now entered** when running it.

SIBELIUS

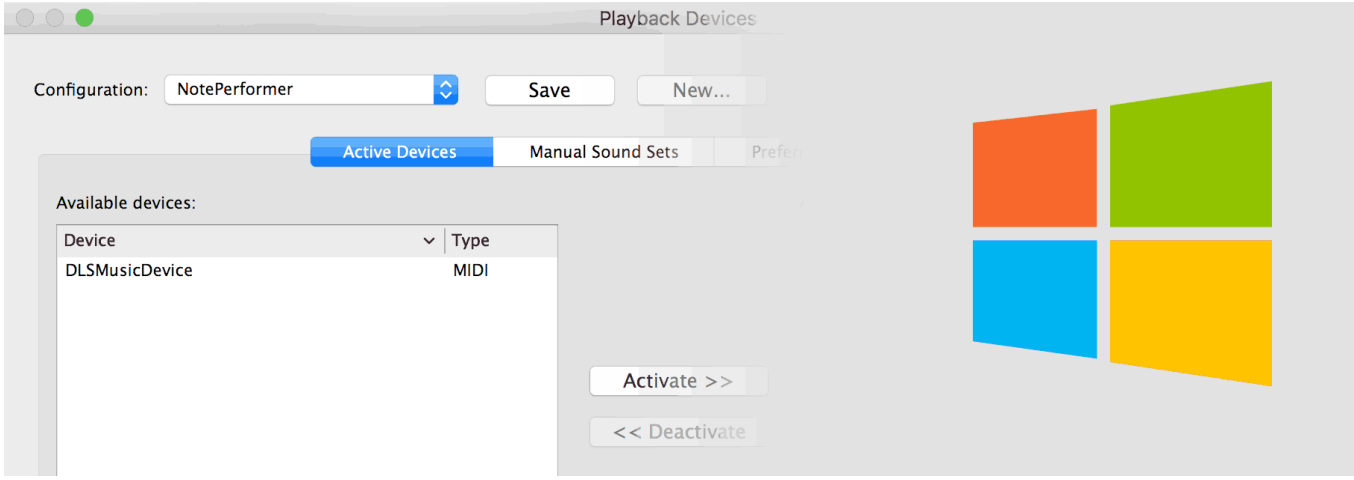


- If you have a Mac and **NotePerformer is missing from your available devices**, we suggest resetting your *Sibelius Audio Engine*. Here's how to do that:
- Close *Sibelius*, open *Finder*, and press SHIFT+CMD+G (Go to folder).
- Paste exactly the following path, and press enter:

  ~/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

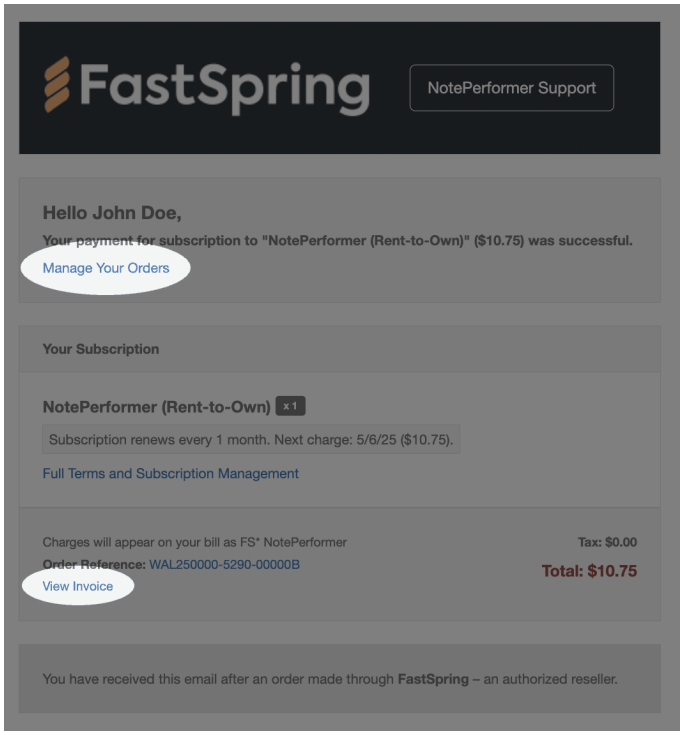


- If you have a PC and **NotePerformer is missing from your available devices**, we suggest resetting your *Sibelius Audio Engine*. Here's how to do that:
- Close *Sibelius*, and press WINDOWS+R (Run).
- Paste exactly the following shortcut, and press enter:

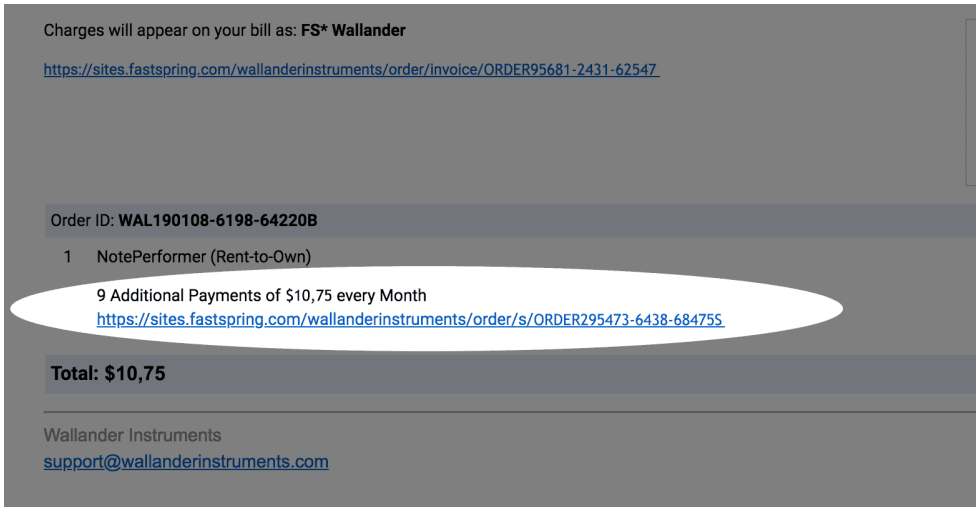
  %appdata%\Avid

- *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

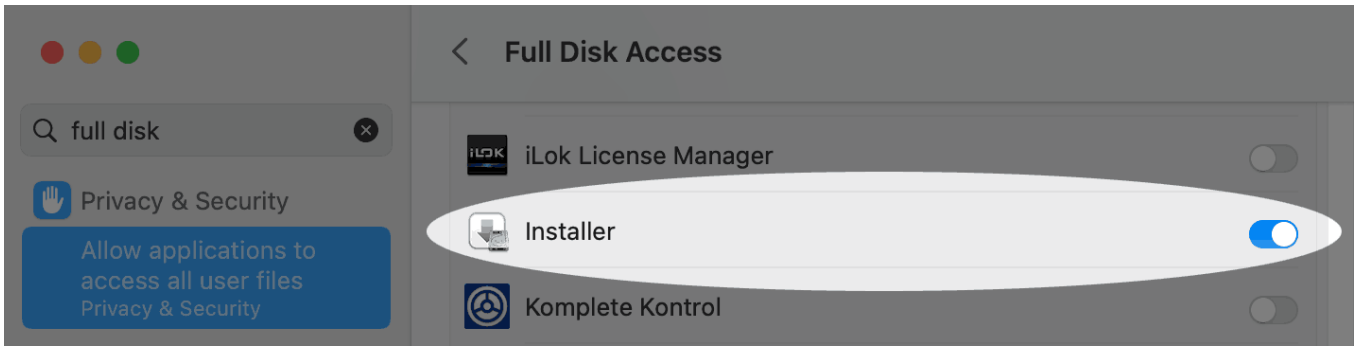


- **With a Rent-to-Own subscription**, you receive a subscription-related email each month.
- **The email includes a link to manage your orders**, where you can update payment details or cancel your subscription.
- **There is also a link to access your invoice**. To download a `.pdf`, click the icon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



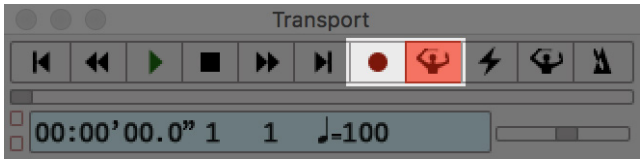
- **Older Rent-to-Own subscription emails look different.**
- **There is a link to manage your subscription** beneath "*X Additional Payments of $10.75 every Month*".

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.

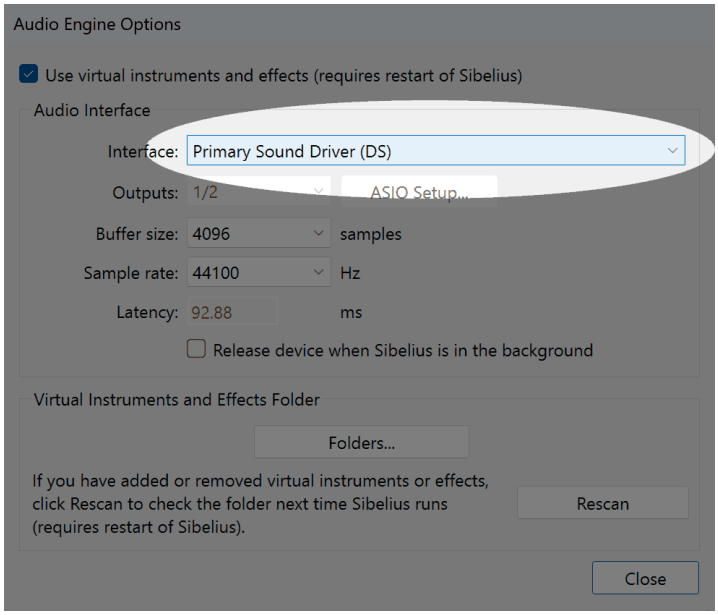
KNOWN ISSUES IN SIBELIUS



- 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.

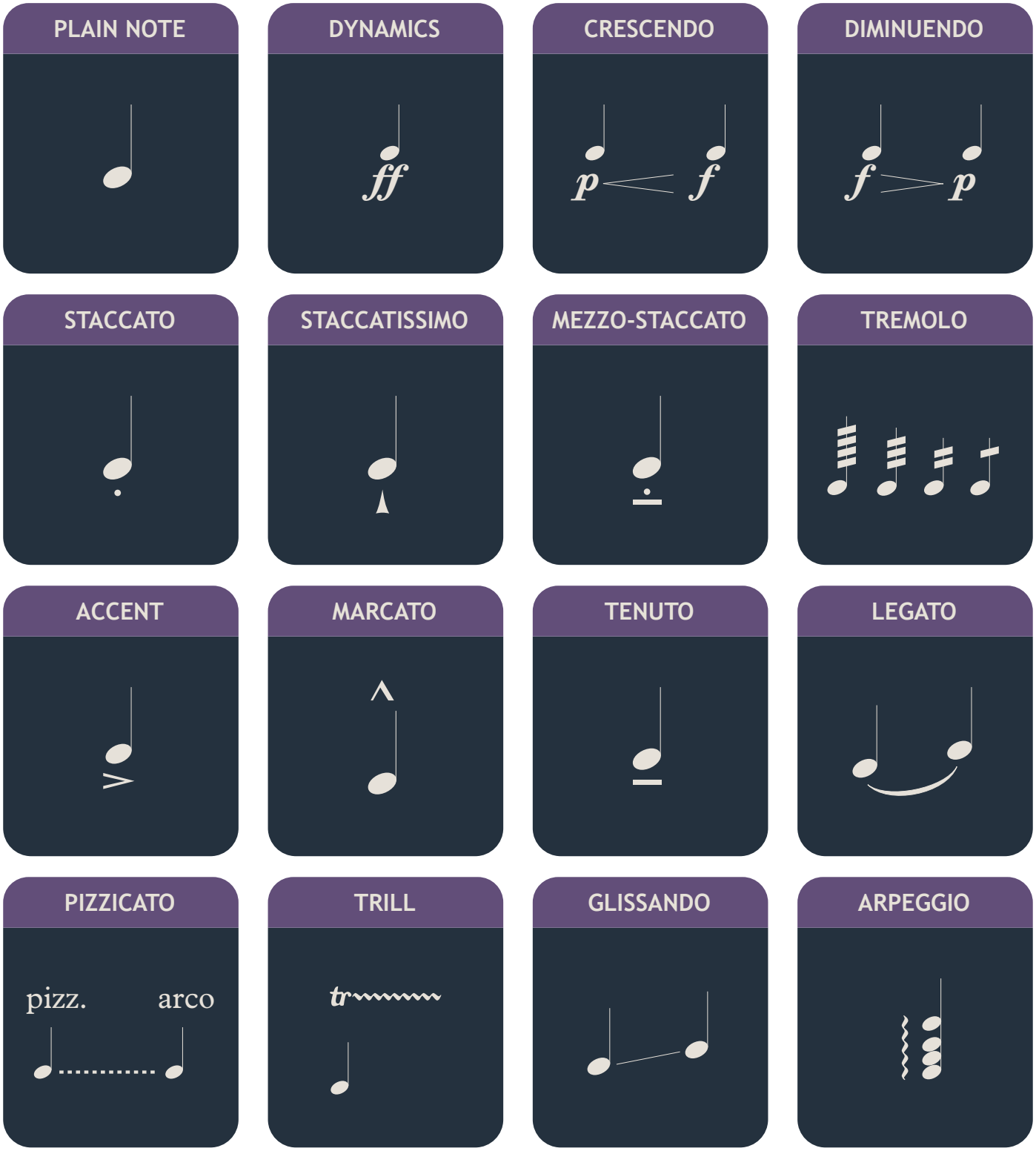
- You **cannot use Rewire** with NotePerformer in Sibelius, due to latency compensation/timing issues.

KNOWN ISSUES IN SIBELIUS



- **On PC, the note timing will sometimes be poor** when using the *Primary Sound Driver (DS) interface*.
- The workaround is to **try a different audio interface** from the list.

ARTICULATIONS IN SIBELIUS



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

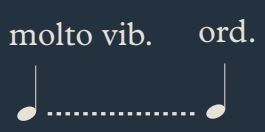
non vib. ord.

VIBRATO

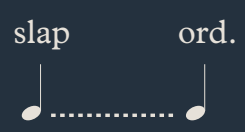
vib. ord.

ARTICULATIONS IN SIBELIUS

MOLTO VIBRATO



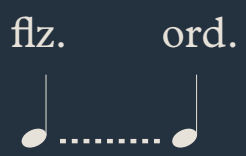
SLAP BASS



INTERPRETATION VARIES

INTERPRETATION VARIES

FLUTTER-TONGUE (ALT. 1)



FLUTTER-TONGUE (ALT. 2)

PLOP

DOIT

SCOOP

FALL

a2, zu 3, ...

USE OUR PLUG-IN FOR SIBELIUS

Home > Plug-Ins > ...

VIBRATO DEPTH (OVERRIDE)

USE OUR PLUG-IN FOR SIBELIUS

Home > Plug-Ins > ...

VIBRATO SPEED (OVERRIDE)

USE OUR PLUG-IN FOR SIBELIUS

Home > Plug-Ins > ...

A4 TUNING (HERTZ)

USE OUR PLUG-IN FOR SIBELIUS

Home > Plug-Ins > ...

SECONDARY EXPRESSION

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

~C110,X ···· ~C110,0

ORGAN REGISTRATION

USE OUR PLUG-IN FOR SIBELIUS

Home > Plug-Ins > ...

ARTICULATIONS IN SIBELIUS

PORTAMENTO

Use portamento
for legato

~C111,1 ···· ~C111,0

BOWED PITCHED PERCUSSION

USE THE MIXER IN SIBELIUS

And manually override with the (bowed) sound.

GUITAR EFFECTS

USE OUR PLUG-IN FOR SIBELIUS

Home > Plug-Ins > ...

DÉTACHÉ

détaché ord.

SUL TASTO

sul tasto ord.

SUL PONTICELLO

sul pont. ord.

DETUNE (CENTS)

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

~C102,X ···· ~C102,0

QUARTER TONES

USE OUR PLUG-IN FOR SIBELIUS

Home > Plug-Ins > ...

HUMANIZATION AMOUNT

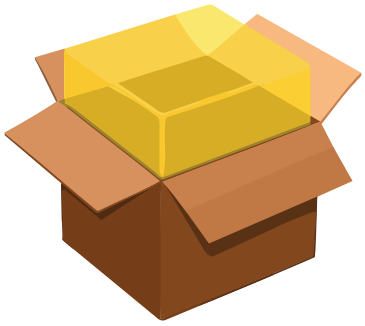
USE OUR PLUG-IN FOR SIBELIUS

Home > Plug-Ins > ...

GUIDE FOR

DORICO

MAC INSTALLATION



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

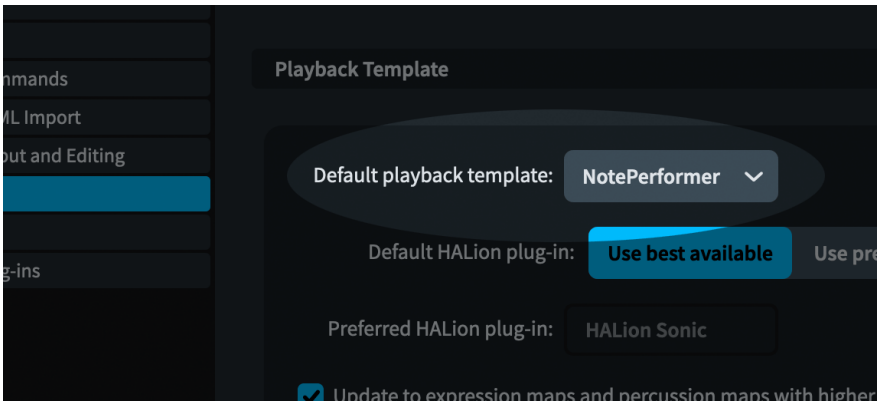
  /Library/Application Support/NotePerformer/Uninstall NotePerformer.command

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

PC INSTALLATION

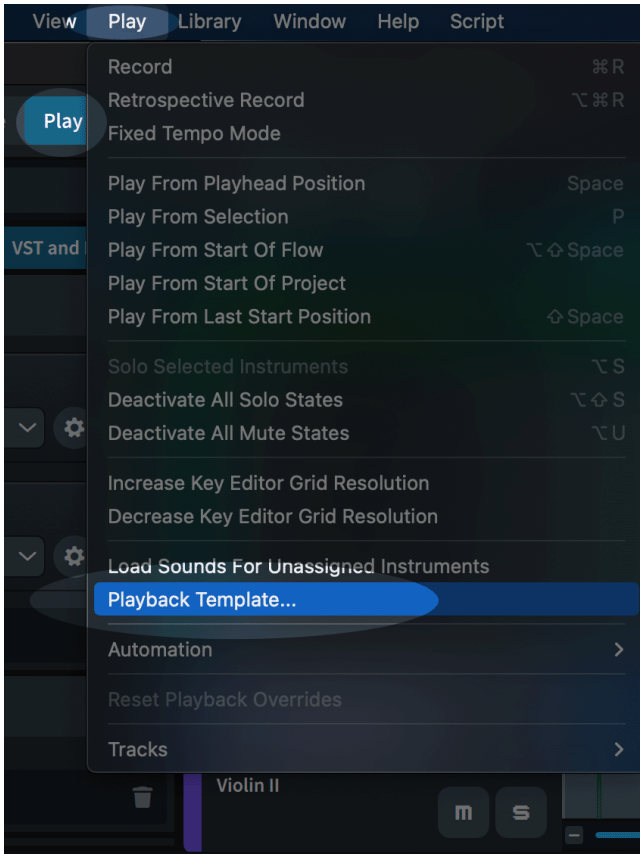
- If you've purchased NotePerformer, please download the **full version installer** using your personal download links.
- **Run the installer** and proceed through all steps. The full version overwrites the trial version.
- NotePerformer **may be uninstalled** from "Add/Remove Programs".
- **Our installer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

DORICO



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

DORICO



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

  Play > Playback Template...

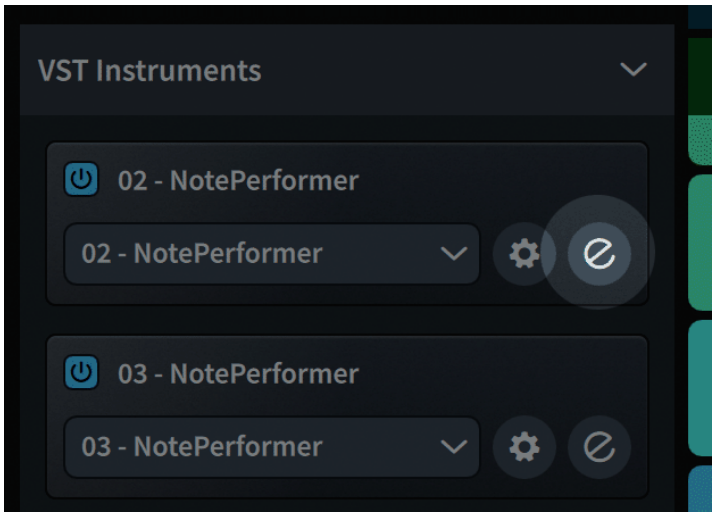
- Instruments and Expression Maps are **automatically assigned** from our Playback Template.

- Playback Templates was introduced with **Dorico 2**.

DORICO

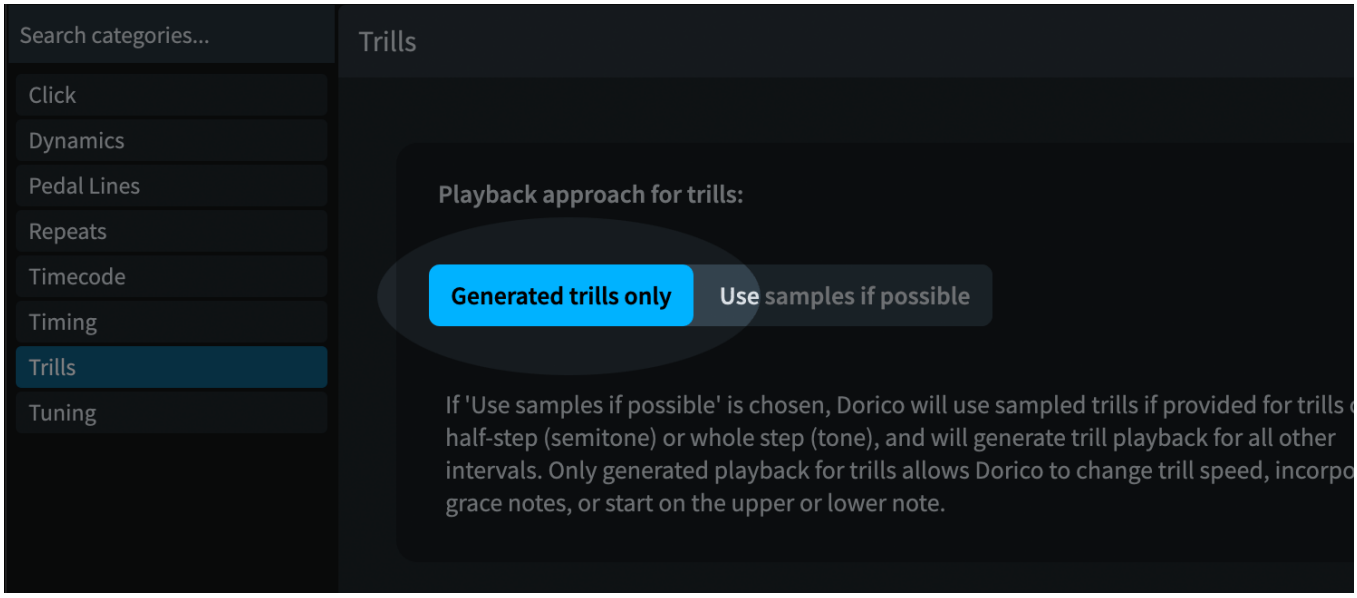
- Opening the NotePerformer interface from Dorico **reveals our own high-resolution mixer**.
- If you **delete staves from the score**, you can remove the lingering slot by clicking the instrument name and selecting *Special > (delete slot)*.
- **Solo/mute, volume and reverb** work globally across all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

DORICO



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

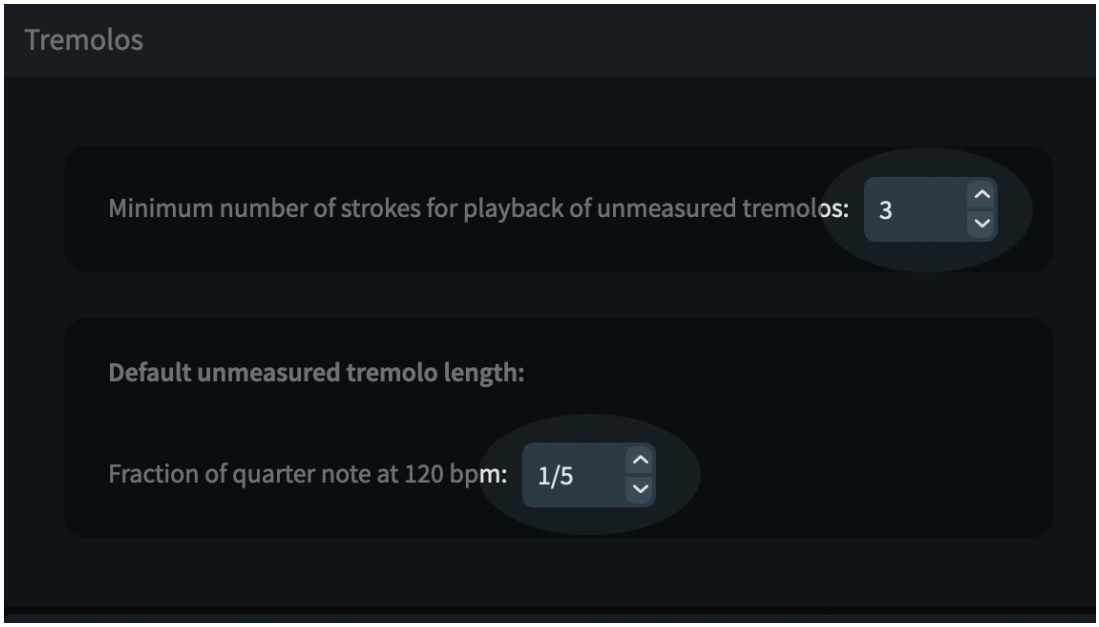
DORICO



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

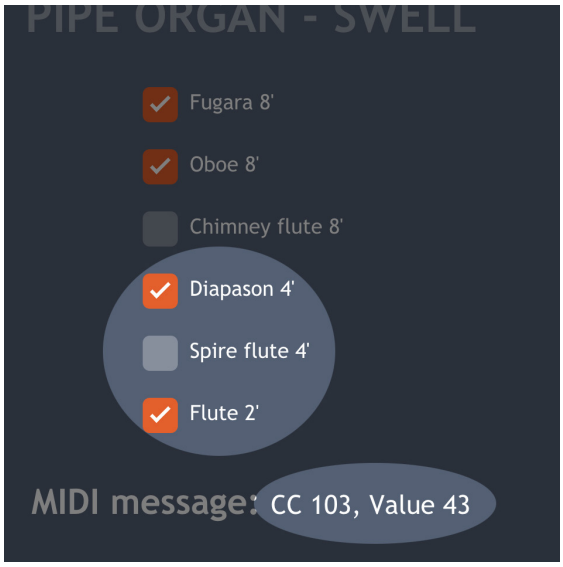
- Clicking an instrument's name in the mixer allows you to **override the sound for that MIDI channel**.
- This provides **access to sounds that are not mapped** by your notation software.
- Or simply for using a **different choice of sound** for a staff.
- Or for accessing **additional drum kits** such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

DORICO



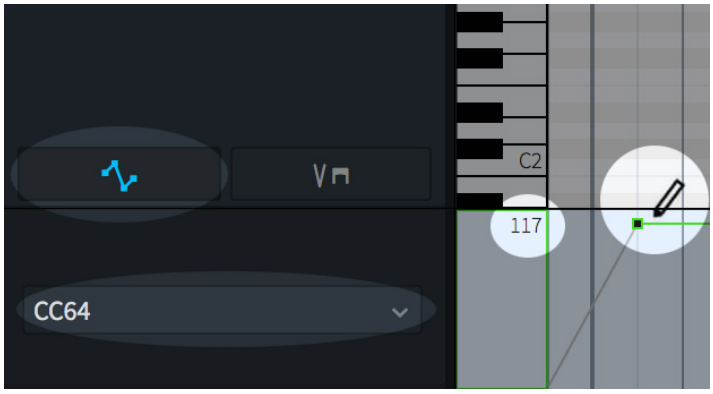
- You **may want to increase the unmeasured tremolo speed** in Dorico, from the Playback Options dialog.
- **We recommend a setting of 1/8**, which is slightly faster than the default setting of 1/5.
- A slower tremolo speed may produce a *measured* tremolo rather than an unmeasured tremolo, with NotePerformer.

DORICO



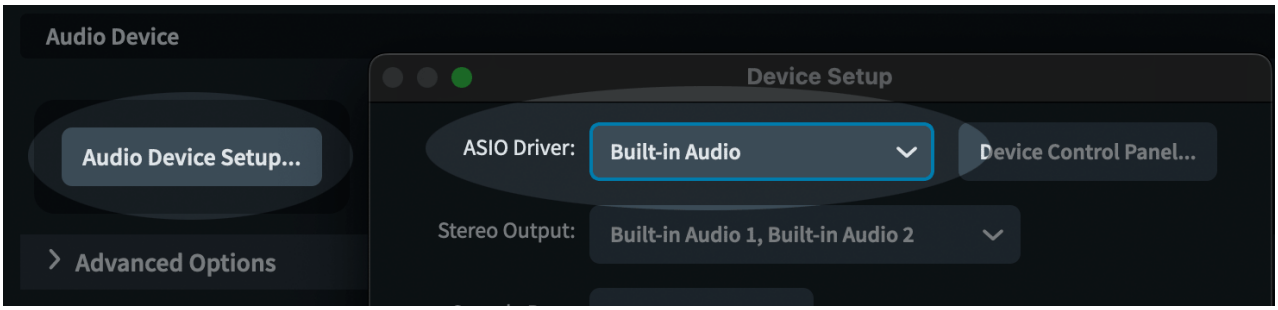
- NotePerformer supports **custom organ registration** by inserting a MIDI CC message into the score.
- Please **use our online calculator** to determine the MIDI CC message. You can find it here:

  noteperformer.com/stops
- 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**.

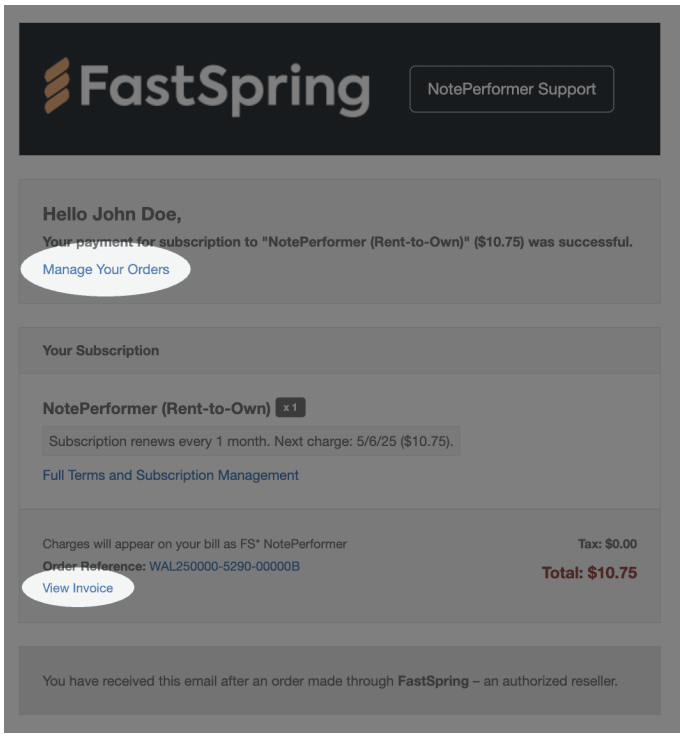


- For reference, you may add **custom MIDI CC events** in Dorico, from Play mode.
- This is done via the *automation lane* for each staff.

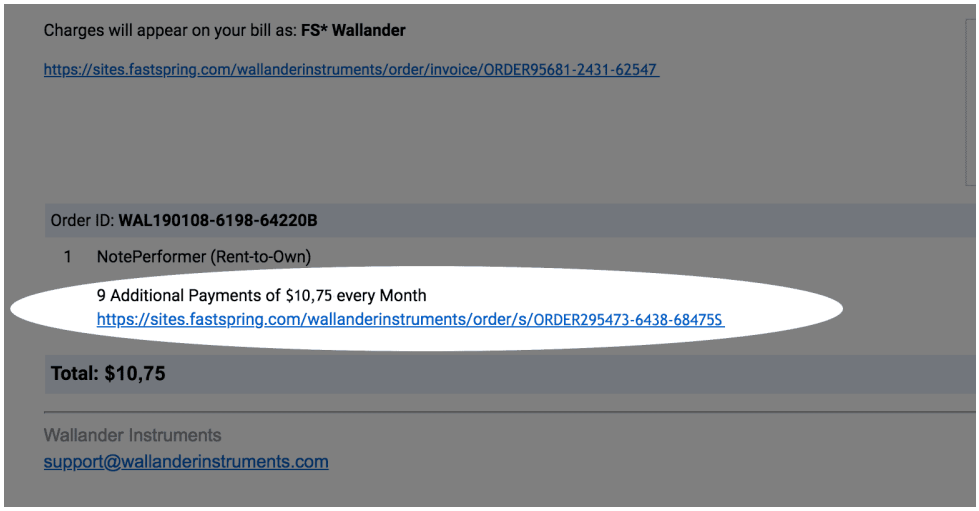
DORICO



- 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.



- **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.**
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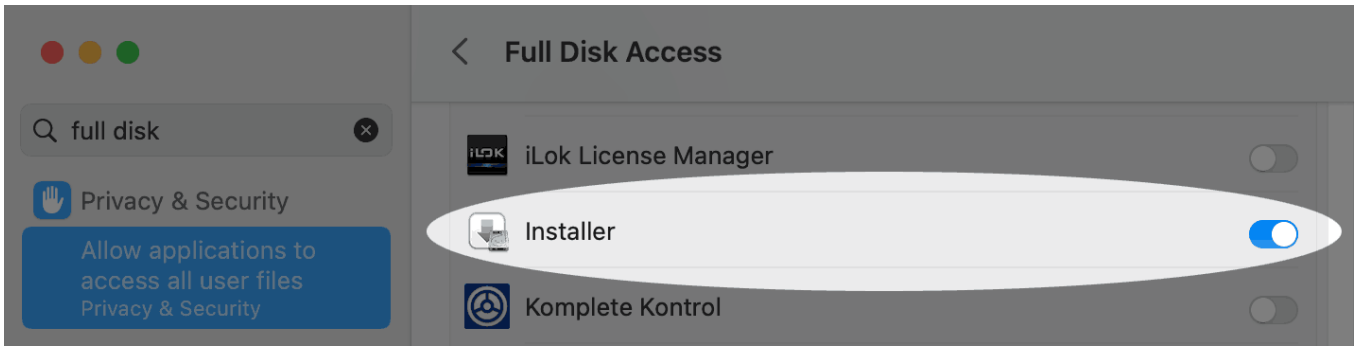

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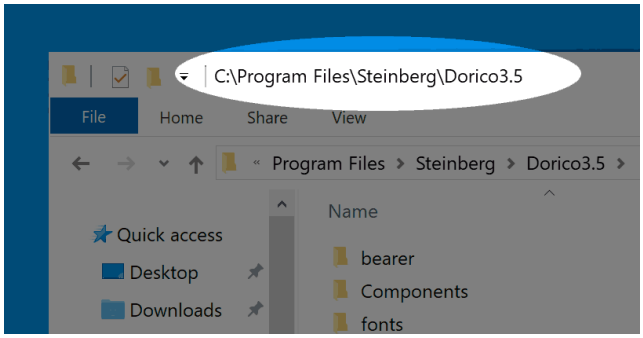
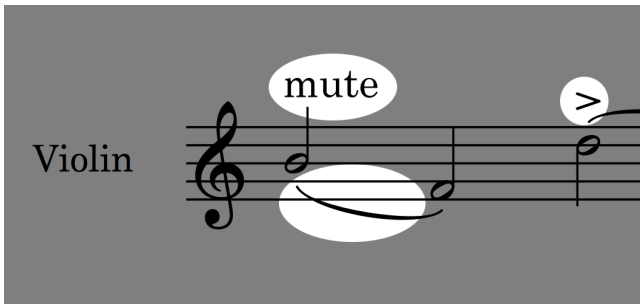
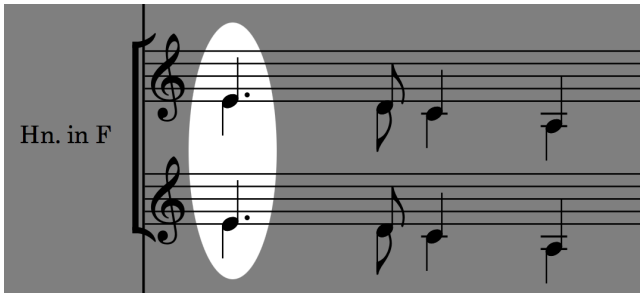
KNOWN ISSUES IN DORICO



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

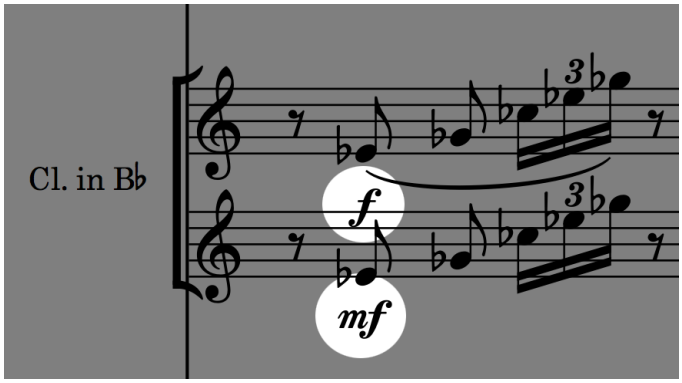


- Multiple articulations at the same time is **only possible with NotePerformer 3.2** or higher.
- Additionally, if you open a document saved with an older version of NotePerformer, you must make sure that your document's ***NotePerformer* expression map is at least version 12**. Please see our previous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



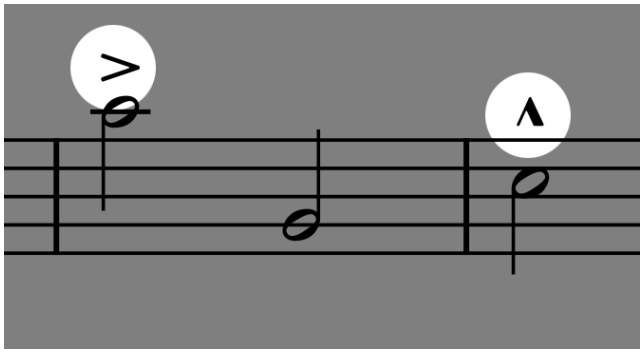
- Unison notes are **performed solo**, even when using different voices.
- This is the **expected behavior** in Dorico.
- We hope to see a workaround to this in a future version of Dorico.

KNOWN ISSUES IN DORICO

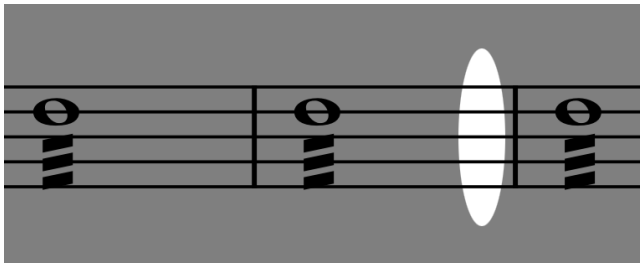


- Dorico may **collapse** grand staves to a single staff in playback.
- If a single *Layout* > *Solo Player* is assigned to multiple staves in Dorico, these staves **share a common MIDI channel**.
- What this means is, all articulations unavoidably **spill over to the other staves** in playback—including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

finale™

MAC INSTALLATION

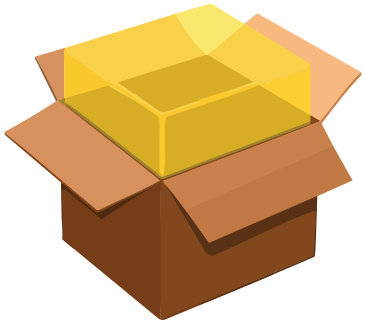
- If you've purchased NotePerformer, please download the **full version installer** using your personal download links.

- **Run the installer** and proceed through all steps. The full version overwrites the trial version.

- Open a score in Finale, and go to:

  MIDI/Audio ‣ Sound Map Priority

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



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

  MIDI/Audio > Play Finale Through Audio Units

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

  MIDI/Audio > Reassign Playback Sounds

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

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

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- **Run the installer** and proceed through all steps. The full version overwrites the trial version.
- Open a score in Finale, and go to:

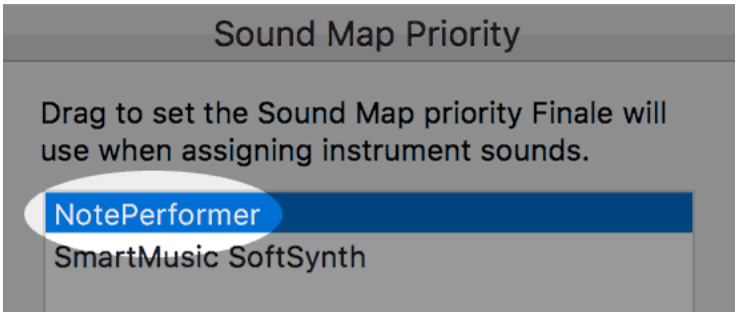
  MIDI/Audio ‣ Sound Map Priority

  and move *NotePerformer* to the top. This makes NotePerformer your **default choice of sounds** in Finale, when running "Reassign Playback Sounds".
- Set playback to be through *VST plug-ins*:

  MIDI/Audio > Play Finale Through VST
- For **existing scores** which are already assigned to other sounds, please run:

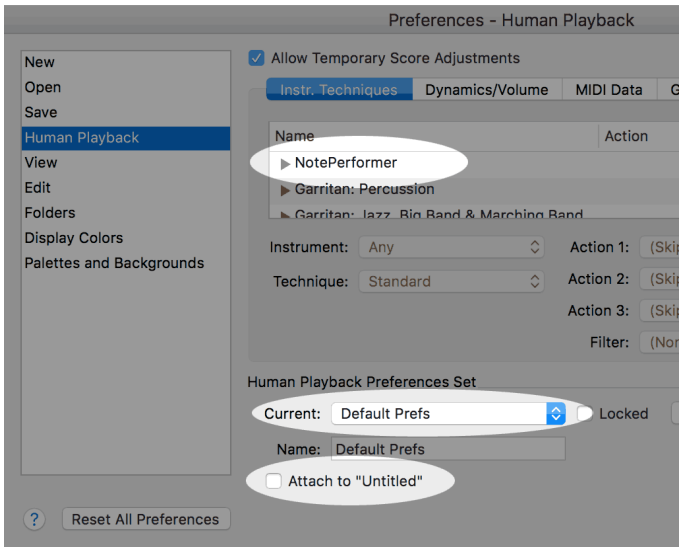
  MIDI/Audio > Reassign Playback Sounds
- NotePerformer **may be uninstalled** from "Add/Remove Programs".
- **Our installer overwrites** previously installed NotePerformer versions.

FINALE



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

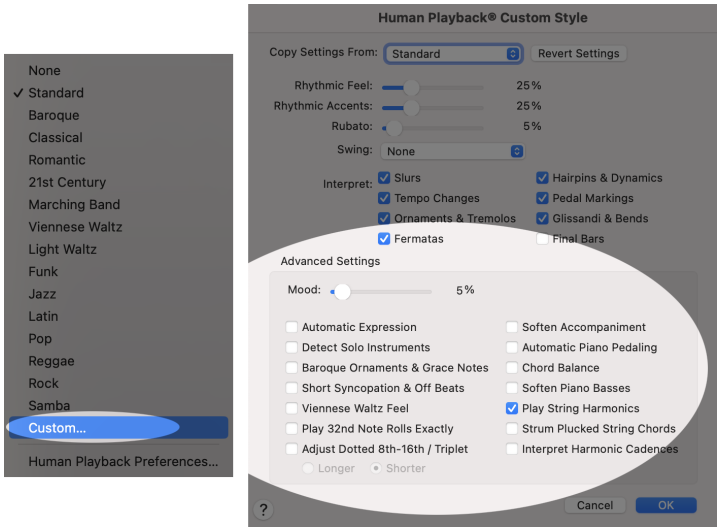
FINALE



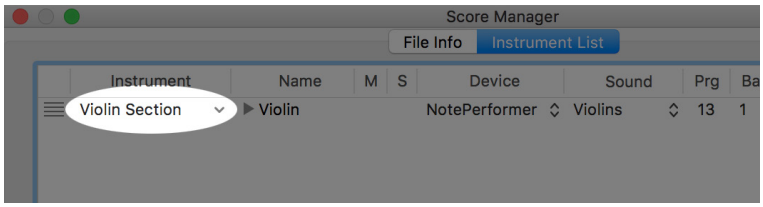
- **You must use *Default Prefs*** as your Human Playback Configuration.
- **This is the default setting in Finale.**
- We **extend your *Default Prefs* configuration** with NotePerformer's custom Human Playback Preferences.
- Location in Finale for this setting is:

  MIDI/Audio > Human Playback > Human Playback Preferences...
- Make sure *Attach to "..."* is NOT selected.

FINALE



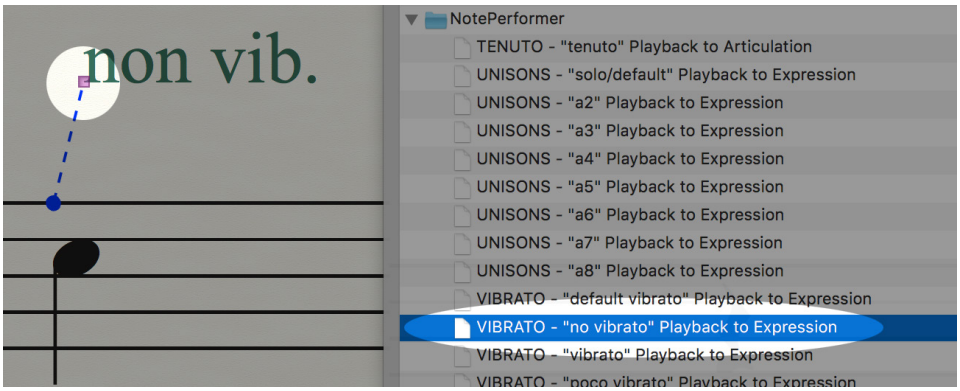
- **We recommend the *Custom*...** Human Playback Style and deselecting everything under Advanced.
- **The "Advanced" options** produce inconsistencies and unwanted note accents.
- **Human Playback interprets the musical symbols in your score** and converts them into MIDI signals for your playback device.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



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

  MIDI/Audio > Reassign Playback Sounds

FINALE



- Using our supplied FinaleScripts we add support for a few techniques **such as a2, a3 and non vib** which are not described by Human Playback. These can be assigned manually to an expression whenever you wish to use them.

- For each technique, there's also one that **cancels that technique** (for example, "a2" is cancelled by an expression to which you've assigned the "UNISONS – solo/default" FinaleScript).

- To assign playback for an expression, **select the handle** and run the appropriate FinaleScript.

- We also include a FinaleScript for assigning tenuto to its articulation, if you wish to use tenuto, because **tenuto isn't otherwise detectable** in Finale. We've assigned tenuto to the lowest possible note velocity, which is 1.

FINALE

- Opening the NotePerformer interface from Finale **reveals our own high-resolution mixer**.

- In Finale, our **mixer is opened from** the dialog:

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

  By **clicking the small "pencil" icon** next to each respective NotePerformer bank.

- The mixer is initially empty, but is **populated with instruments when you initiate playback**.

- If you **delete staves from the score**, you can remove the lingering slot by clicking the instrument name and selecting *Special > (delete slot)*.

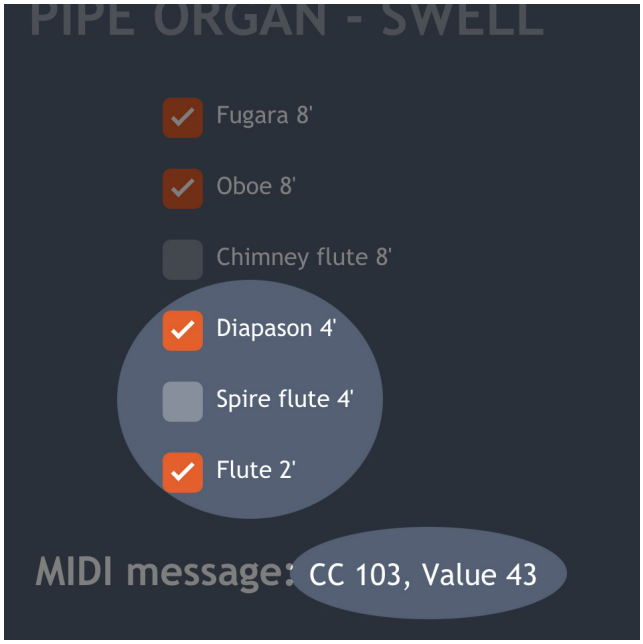
- **Solo/mute, volume and reverb** work globally across all NotePerformer instances.

- Channels are **automatically grouped and color coded** according to instrument family.

- **Double-clicking restores the default value** for a parameter.

- Instruments have different pan defaults, reflecting **orchestral seating**.

FINALE

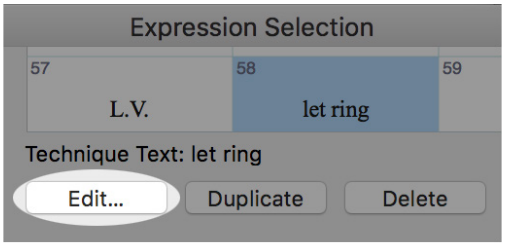


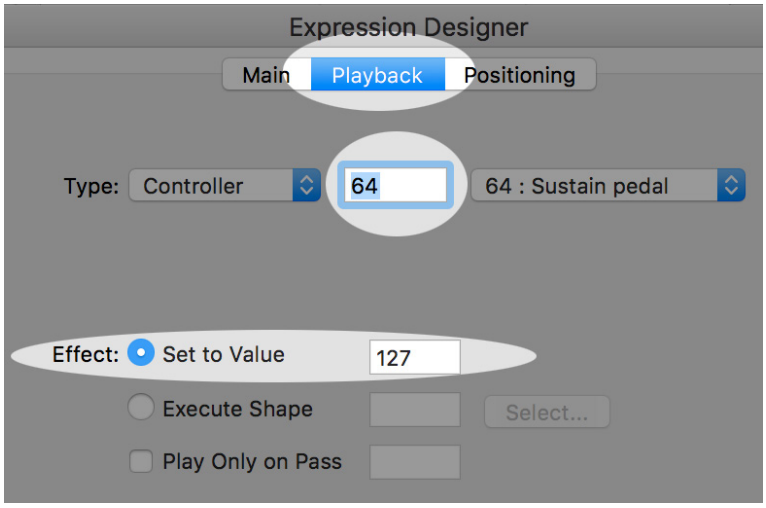
- NotePerformer supports **custom organ registration** by inserting a MIDI CC message into the score.
- Please **use our online calculator** to determine the MIDI CC message. You can find it here:

  noteperformer.com/stops
- 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.

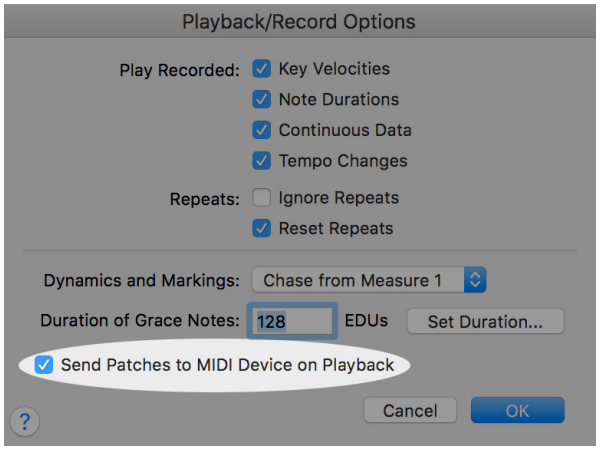
- Clicking an instrument's name in the mixer allows you to **override the sound for that MIDI channel**.
- This provides **access to sounds that are not mapped** by your notation software.
- Or simply for using a **different choice of sound** for a staff.
- Or for accessing **additional drum kits** such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

FINALE



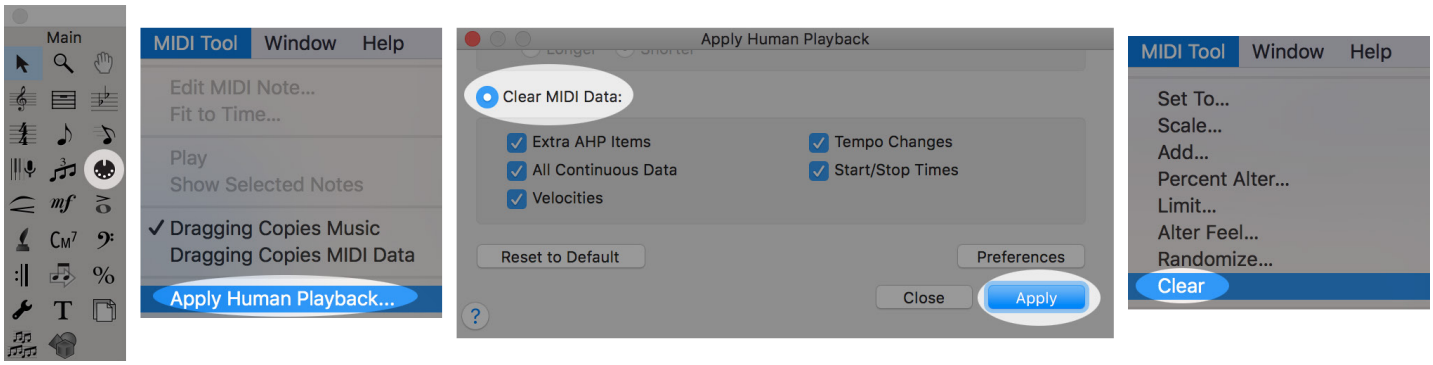


- For reference, you may add **custom MIDI CC events** to any expression in Finale.
- This is done by **editing the *Playback* settings** for that expression.



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

FINALE



- We sometimes encounter Finale documents where **note lengths are incorrect or playback is distorted**.
- You can **try to repair a problematic score** by the following steps, *in order*:

  1. Select the entire score.

  2. Go to the *MIDI Tool*.

  3. Run *MIDI Tool* > *Apply Human Playback...*

  4. Choose the *Clear MIDI Data* option, click "Apply" and then Close the dialog.

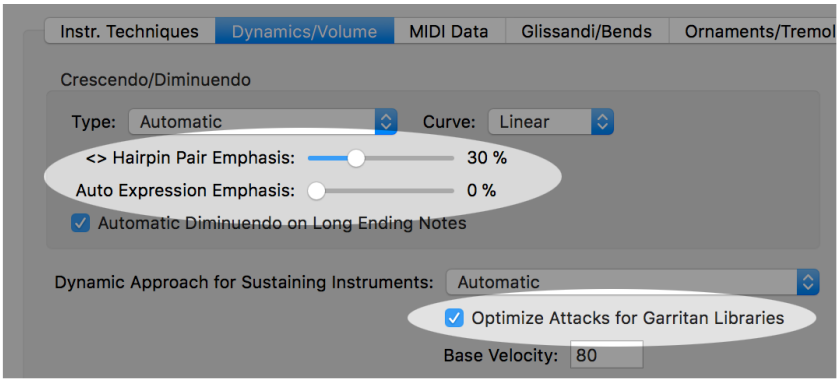
  5. Run *MIDI Tool* > *Clear*.

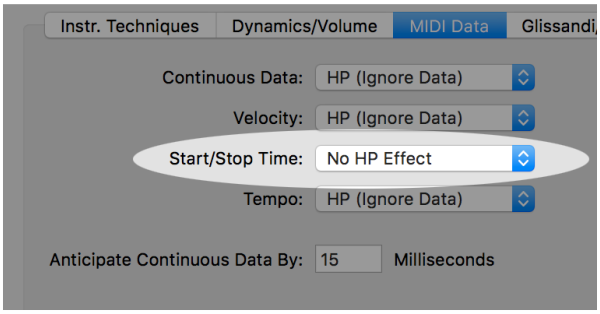
  6. See if playback works. If not...

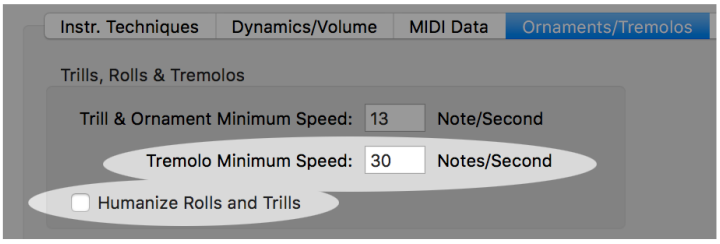
  7. Export to MusicXML and import as a new document.

- **This method only works from Finale 2014.5 and later**. Earlier Finale versions produce permanently distorted note lengths for NotePerformer.

FINALE

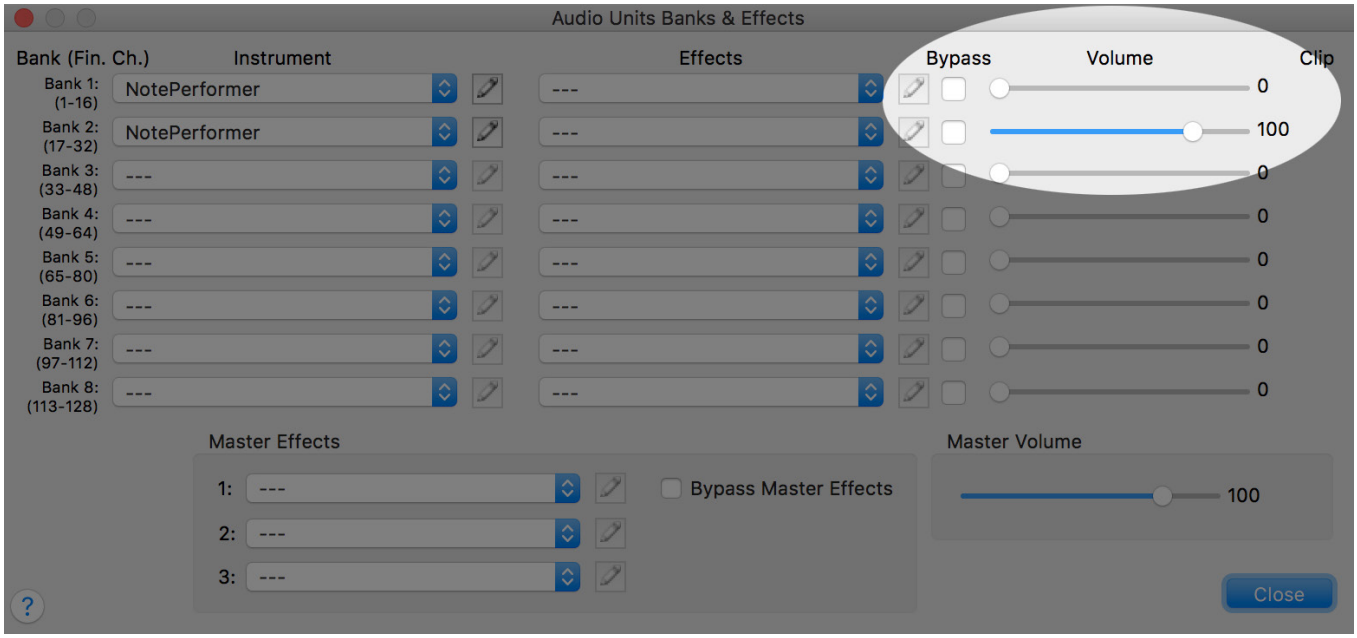






- We do **a few tweaks** to your *Default Prefs* global playback preferences, which may be good to know about if you want to change these settings yourself.
- The **default value for *Hairpin Pair Emphasis*** is changed from 50% to 30% (for a custom setting, use any value but 50%).
- The ***default value 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

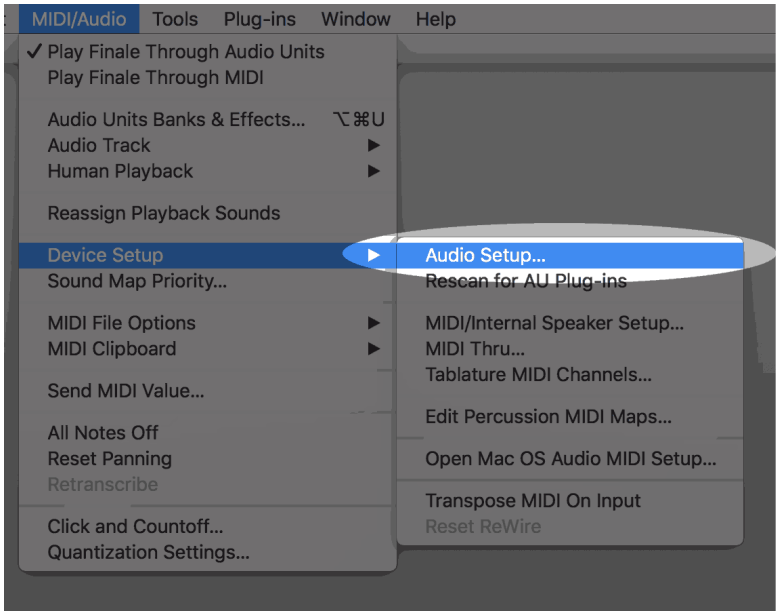


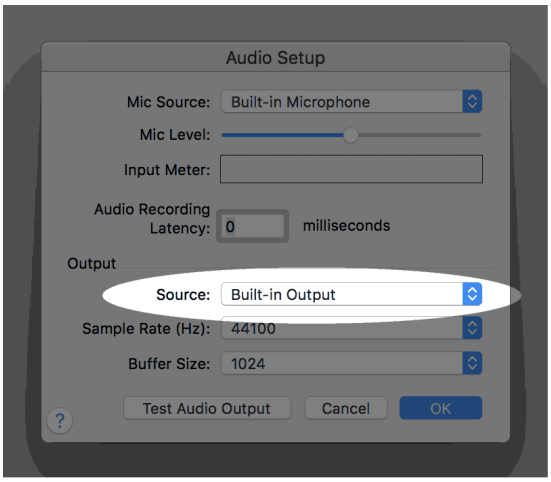
- With older Finale scores **the volume of the first bank is sometimes set to zero**, for unknown reasons.
- In which case instruments from the first bank will **not produce any sound**.
- You can fix this problem from the *Banks & Effects* dialog:

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

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

FINALE



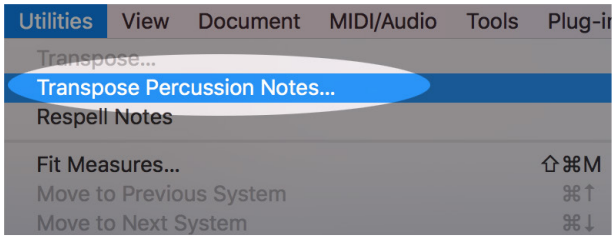


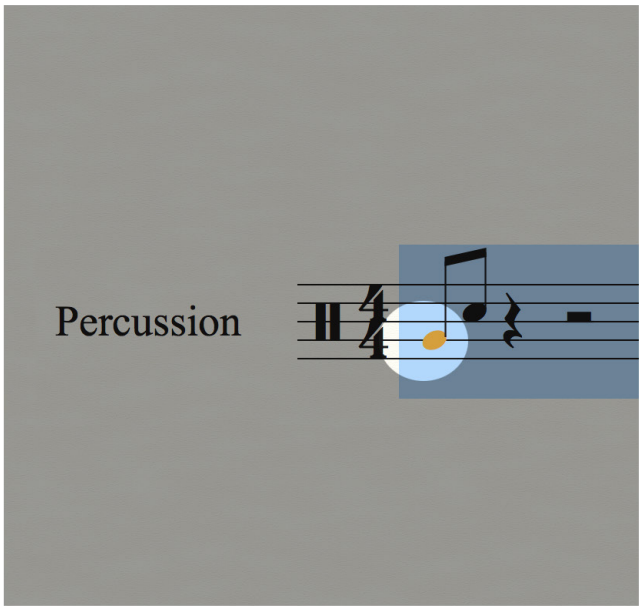
- If there's **no sound**, while **NotePerformer's mixer levels are moving**, you could have an undesired *Output Source* set in Finale.
- You change this setting from the *Audio Setup* dialog:

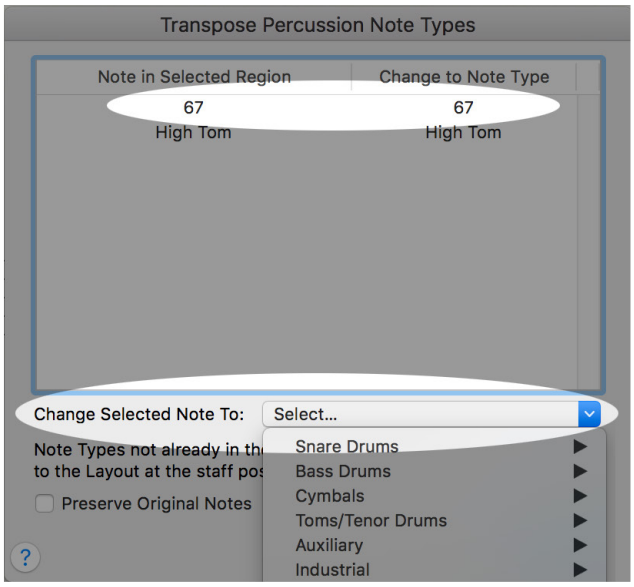
  MIDI/Audio > Device Setup > Audio Setup

- The *Output Source* must be set to match **your desired speaker or headphone output**.

FINALE

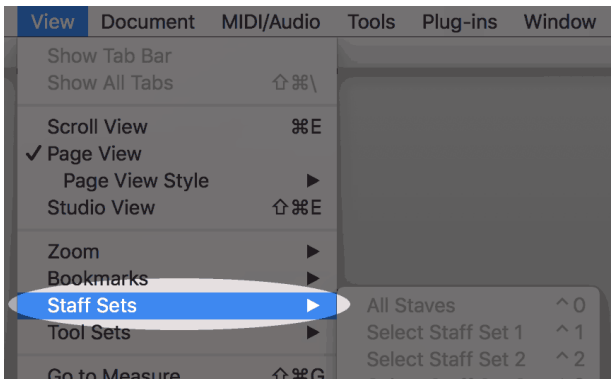




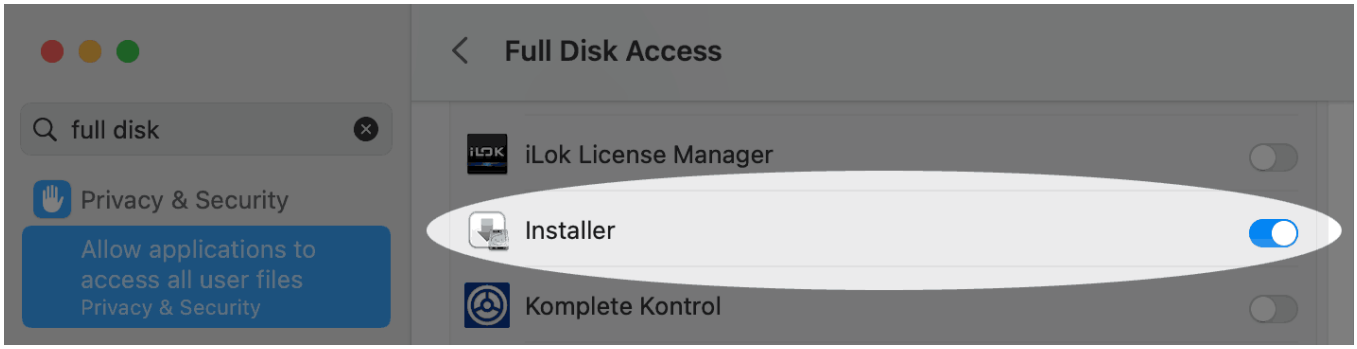


- In Finale, out-of-range percussion notes that were entered from a MIDI keyboard are **assigned by their MIDI note value rather than by their sound**.
- Older documents having this problem **may produce the wrong percussion sounds, when you switch to NotePerformer**.
- You can fix this problem by running **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

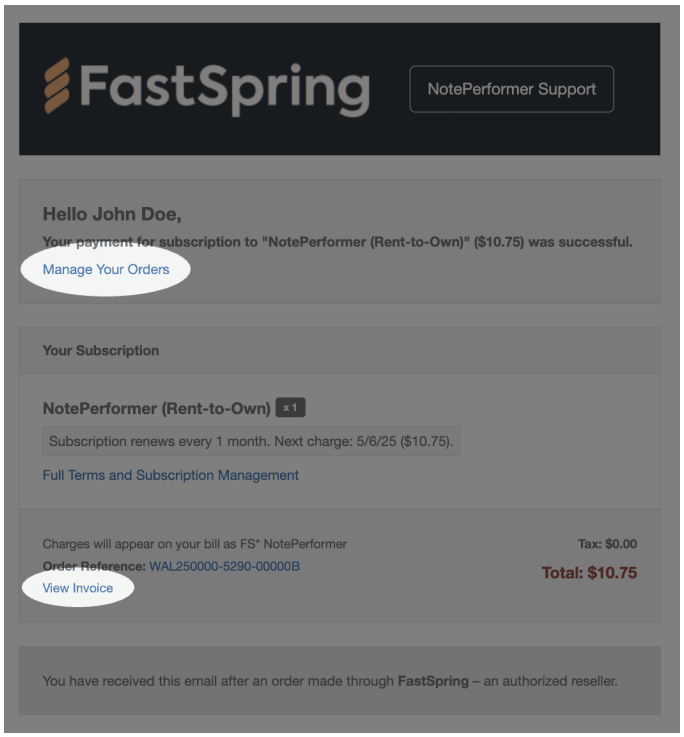


- **Staff Sets** have only limited support for *Human Playback*.
- Articulations and dynamics **won't playback within a *Staff Set***, unless the *first staff* is also included.
- When playback is of importance, we advice against using Staff Sets.

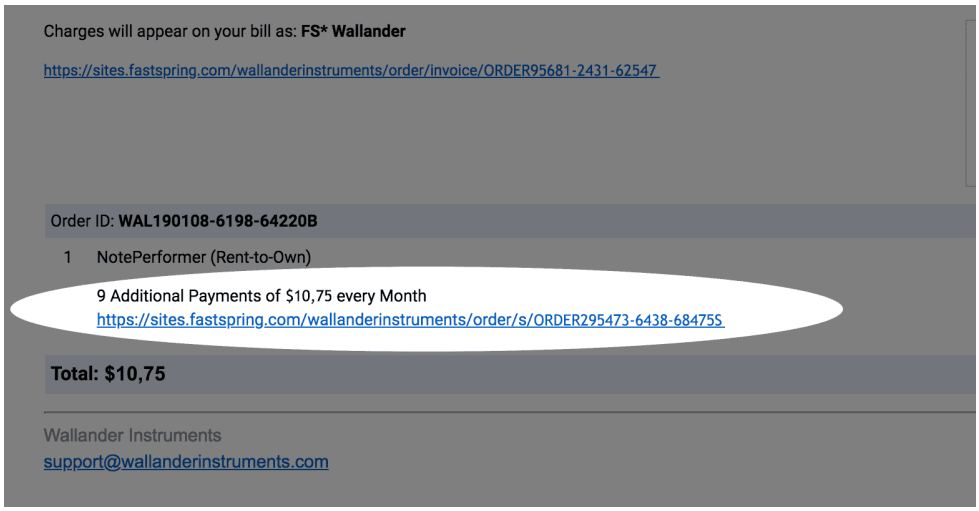


- **If installation on macOS fails unexpectedly**, Apple's *Installer* application may have insufficient disk privileges.
- **Installing from a Dropbox folder** is a potential cause.
- Granting *Full Disk Access* privileges in *System Settings* resolves it.

FINALE

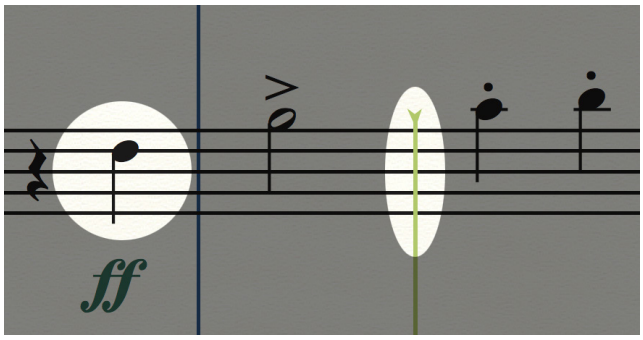


- **With a Rent-to-Own subscription**, you receive a subscription-related email each month.
- **The email includes a link to manage your orders**, where you can update payment details or cancel your subscription.
- **There is also a link to access your invoice**. To download a `.pdf`, click the icon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

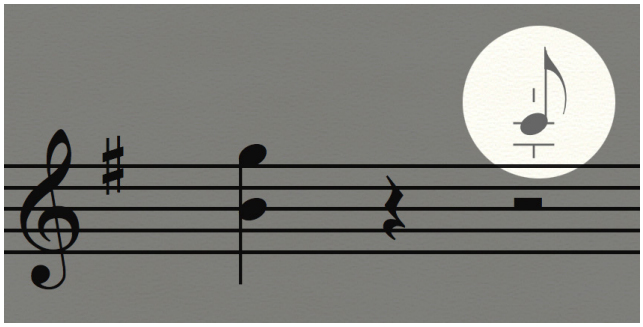


- **Older Rent-to-Own subscription emails look different.**
- **There is a link to manage your subscription** beneath "*X Additional Payments of $10.75 every Month*".

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**.

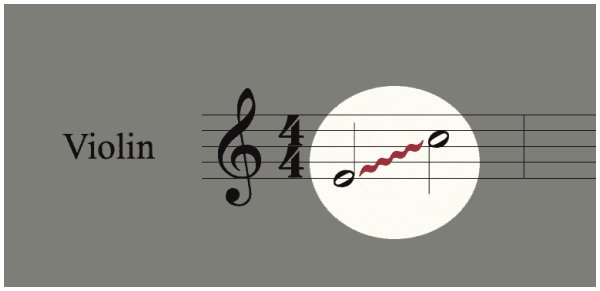


- **Since Finale 26, the issue below has been resolved**.
- When entering notes with your mouse or keyboard, there is a **one second delay** before you hear the sound of the note.
- It happens because Finale doesn't currently **report the transport playback state** to plug-ins.
- The result is that NotePerformer's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

STACCATO

STACCATISSIMO

MEZZO-STACCATO

NO MAPPING
available in Finale

TREMOLO

ACCENT

MARCATO

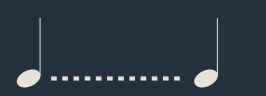
TENUTO

NO MAPPING
available in Finale

MIDI trigger:
NOTE ON Velocity = 1

LEGATO

PIZZICATO



TRILL

GLISSANDO (LIMITED SUPPORT)

ARPEGGIO

ARTICULATIONS IN FINALE

COL LEGNO

col legno arco

SNAP PIZZICATO

NO MAPPING
available in Finale

MIDI trigger:
CC26=14 ····· CC26=0

FLUTTER-TONGUE

HARMONICS (WRITTEN PITCH)

ARTIFICIAL HARMONICS

MUTE (ALT. 1)

mute open

MUTE (ALT. 2)

con sordino
senza sordino

STOPPED HORN

BUCKET MUTE

bucket mute
open

CUP MUTE

cup mute
open

PLUNGER MUTE

NO MAPPING
available in Finale

MIDI trigger:
CC16=54 ····· CC16=0

HARMON MUTE

harmon mute
open

LET RING

NO MAPPING
available in Finale

MIDI trigger:
CC64=127 ····· CC64=0

NO VIBRATO

NO MAPPING
available in Finale

MIDI trigger:
CC20=6 ····· CC20=0

VIBRATO

NO MAPPING
available in Finale

MIDI trigger:
CC20=5 ····· CC20=0

MOLTO VIBRATO

NO MAPPING
available in Finale

MIDI trigger:
CC20=18 ····· CC20=0

ARTICULATIONS IN FINALE

SLAP BASS

NO MAPPING
available in Finale

MIDI trigger:
CC26=13 ····· CC26=0

SCOOP

NO MAPPING
available in Finale

MIDI trigger:
CC15=81 ····· CC15=0

FALL

PLOP

NO MAPPING
available in Finale

MIDI trigger:
CC15=83 ····· CC15=0

DOIT

a2, zu 3, ...

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

CC104=X ···· CC104=0

VIBRATO DEPTH (OVERRIDE)

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

CC105=X ···· CC105=0

VIBRATO SPEED (OVERRIDE)

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

CC106=X ···· CC106=0

A4 TUNING (HERTZ)

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

CC109=X ···· CC109=0

SECONDARY EXPRESSION

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

CC110=X ···· CC110=0

ORGAN REGISTRATION

USE OUR SCRIPT

noteperformer.com/stops

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)