VERSION HISTORY

NOTEPERFORMER UPDATES

Fixed bug with NotePerformer's mixer (overriding sounds)

In Dorico and Finale, the popup menu in the NotePerformer mixer wouldn't always be accessible when overriding sounds. This issue has been fixed.

Fixed bug with NotePerformer's mixer (percussion level display)

In Dorico and Finale, the mixer would not properly display levels for unpitched percussion sounds. This issue has been fixed.

NPPE UPDATES (IMPORTANT)

We regret to inform you that VST3 hosting has been removed from NotePerformer 5.

While some plugin developers were enthusiastic about the preloading technologies originally included with NotePerformer 5, others were uncomfortable with them—partly due to mischaracterizations of how the technology works in public discussions. These systems were developed to push boundaries in performance and efficiency—but ultimately, we've found them too powerful to distribute responsibly without full cooperation from all content owners. Without developer support, we cannot continue offering VST3 hosting for notation safely or sustainably.

Our current release, NotePerformer 5.0.1, no longer includes the Playback Engines extension. It retains all improvements, fixes, and new sounds from version 5.0.0, apart from the removed module. We remain committed to developing our own built-in sound engine and will be focusing our efforts there moving forward.

If you previously purchased NotePerformer 4 engines, you may downgrade to version 4.5.1 to continue using them. However, we are no longer offering Playback Engines for sale. In addition to quality limitations and ongoing challenges around VST3 integration, these engines were always operated at a financial loss, as users often expected us to resolve VST3-related issues that were beyond our control. Looking ahead, we also recognize that advancements in AI may significantly shift how this kind of technology is developed and delivered, making this trajectory increasingly unsustainable.

We understand this will be disappointing for some users. The decision was made out of necessity, in response to circumstances that were partly outside our control, and we're grateful for your continued support. We hope this explanation has helped clarify the situation, and we respectfully ask for your understanding that we won't be sharing further details at this time.

NOTEPERFORMER UPDATES

New core NotePerformer instruments

24 new instruments have been added to NotePerformer:

> Aluphone (mallets)
> Aluphone (bowed)
> Bagpipes (uillean)
> Bansuri
> Clavinet
> Dulcimer
> Electric piano 1 (stage)
> Electric piano 2 (FM)
> Erhu
> Guzheng
> Hand bells
> Koto
> Shamisen
> Shakuhachi
> Sitar
> Steelpan
> Synth bass 1
> Synth bass 2
> Synth lead 1 (square)
> Synth lead 2 (sawtooth)
> Synth pad 1
> Synth pad 2
> Temple blocks
> Upright piano

Some instruments, such as the dulcimer, are normally played with a "let ring" technique. This is triggered by "let ring" in Sibelius or a MIDI CC 64 event (Sustain Pedal) in Dorico or Finale (MIDI CC 64=127).

Some instruments, such as the aluphone, lack notation program definitions and can only be assigned by an override.

In Dorico, instruments can now be routed to different stereo outputs

NotePerformer instruments can now be routed to different stereo outputs in Dorico.

This advanced setting is not relevant for Finale or Sibelius, as they do not support advanced output routing.

Note: Enabling multiple outputs increases CPU usage since reverb must be processed per output.

The NotePerformer mixer now displays orchestral percussion names

In Dorico and Finale, percussion channels now display the name of the most recently played note (e.g., "Snare drum") instead of the generic "Orchestral percussion."

This change makes identifying staves easier in the NotePerformer mixer.

In Sibelius, this problem does not apply since its internal mixer already labels channels by staff name.

MIDI CC 112 now controls timing humanization

MIDI CC 112 now controls the amount of timing humanization for users who prefer less variation in note timing.

The range is from 0 (normal humanization) to 127 (no humanization). This parameter reduces both random timing shifts and expressive micro-timing.

For Sibelius, we also include a plug-in to generate this MIDI event.

For Dorico, unused channels can now be manually removed

When adding or removing instruments in Dorico, some unused instruments may remain in the NotePerformer mixer, making it unclear which channels are actually in use.

A new menu option allows users to remove these:

Settings > Advanced > Remove channels that did not yet receive notes

If this command is run after playing through the score at least once, only unused channels will be removed.

In Sibelius, the MIDI pitch bend range is now fixed to two octaves

Sibelius dynamically adjusts the MIDI pitch bend range, which previously made manual pitch bending difficult. To simplify this, NotePerformer sounds now use a fixed two-octave pitch bend range.

It's still very difficult to use manual pitch-bend events in a Sibelius document, but, at the very least, the pitch bend range is predictable.

In Dorico and Finale, the pitch bend range was always fixed.

Sibelius plug-in for quarter-tone playback

The commonly used quarter-tone playback plug-in in Sibelius had compatibility issues with NotePerformer due to its reliance on standard pitch bend messages.

To resolve this, we now provide a Sibelius plug-in that uses MIDI CC 102 instead, ensuring proper quarter-tone tuning without interfering with other MIDI functions. Our plug-in sets the tuning to -50 cents or +50 cents by a MIDI message, as decided by the user.

Updated message box for Windows (trial version crash in Dorico)

On some systems, the trial version message box may cause Dorico to crash, caused by message box conflicts in VstAudioEngine.

The message box was updated with new code. Since we're unable to reproduce the crash and it may vary with the Windows version, it's not yet confirmed if the problem was universally fixed.

Added "scoop" and "plop" techniques for non-sustaining instruments

The "scoop" and "plop" techniques are now available for guitars, keyboards, and pitched percussion, allowing pitch bends for instruments such as timpani, guitar, and clavinet.

In Dorico, pizzicato+harmonic now plays pizzicato

The combination of pizzicato and harmonic now falls back on pizzicato instead of a bowed harmonic (by an Expression Map update to version 33).

In Dorico, "tam-tam" now defaults to the large gong

The tam-tam now defaults to NotePerformer's "large gong" sound instead of the smaller tam-tam sound.

The smaller tam-tam can be re-mapped by manually editing the Percussion Map:

Library > Percussion Maps... > NP Orchestral Percussion

1. Set the *Instrument* to *Tam-tam* for *MIDI Note 48*.

2. Delete *MIDI Note 56/Tam-Tam*.

The drum set's timing humanization was reduced

The drum sets now have a tighter timing.

Fixed mistuned harp F1

One harp sample was mistuned and produced the wrong pitch.

Fixed incorrectly mapped tom-toms in Dorico drum set

The Percussion Map for drum sets was missing the mapping for Tom-tom (high), which caused a kick drum sound to play instead when using the Drum Set (full) instrument in Dorico.

Minor volume adjustments

Some instruments had their volume adjusted, e.g., chimes.

Minor improvements to legato playback

Minor adjustments were made to legato expression.

Minor improvements to vibrato playback

Minor adjustments were made to vibrato expression.

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NOTEPERFORMER UPDATES

Fixed electric bass playing the wrong pitch

When adjusting the tuning of the electric bass for version 4.5.0, one sample sample was displayed, resulting in the wrong pitch. The problem was fixed.

Fixed problem with piano playing "strummed"

The new micro-timing feature could make piano chords sound "strummed". The problem was fixed.

NPPE UPDATES

Fixed bug with diminuendo not always working

Diminuendo would sometimes fail when unison voices were divided over multiple staves. The problem was fixed.

Fixed problem with piano having a wobbly pitch

Starting from version 4.5.0, pianos in NPPE could have a wobbly pitch. The problem was fixed.

NOTEPERFORMER UPDATES

NEW: Expressive microtiming

NotePerformer (and NPPE) now employs subtle timing adjustments to make performances more musically intelligent and natural-sounding.

The new micro adjustments are contextual (as opposed to random) and designed to be very subtle as to not distort the rhythm.

Fixed poor tuning for contrabass pizzicato samples

Some of the lower-pitched pizzicato samples for contrabass where poorly tuned. The problem was fixed.

In Dorico, pipe organ and accordion now support continuous dynamics

Previously, pipe organ and accordion dynamics were controlled by velocity in Dorico, and wouldn't respond to dynamic changes within a note. This issue has been resolved.

NPPE UPDATES

NEW: Support for Spitfire Symphony Orchestra 2024 edition

NPPE previously only supported the 2017 edition of Spitfire Symphony Orchestra.

In 2024, Spitfire released a new version of this library. This update adds support for the 2024 edition alongside the 2017 edition.

Although these SSO editions are listed as two separate engines in NPPE, they are the same purchase. What that means is, purchasing one of the SSO engines grants you access to both engines.

Improved short-sample tuning

In a sample library, short samples may sometimes be inaccurately tuned compared to the long notes. NPPE now utilizes improved correction algorithms to address this issue.

Added NPPE support for the "shake" articulation

NPPE now supports the shake articulation from NotePerformer. However, since it's based on pitch-shifting samples, it doesn't sound very natural. The articulation was included for consistency.

Improved legato dynamics

The interpretation of slurred passages was improved.

Fixed "non vib." for Spitfire Solo Strings

Spitfire Solo Strings no longer plays tremolo for the "non vib." articulation.

Fixed bug producing unwanted reverb tail glitch

An unwanted reverb tail would sometimes appear from nowhere, due to a buffer error. The problem was fixed.

NotePerformer 4.4.0

NOTEPERFORMER UPDATES

Fixed metronome sound being slightly humanized

There was a small amount of humanization in NotePerformer's internal metronome sound. The problem was fixed.

NPPE UPDATES

Free Iconica Sketch engine

We've added support for Iconica Sketch. This playback engine is free to use for all NotePerformer users.

Iconica Sketch is bundled with Dorico 5.1 Pro/Elements and Cubase Pro/Elements 13. If you want to use Iconica Sketch with NotePerformer in Sibelius or Finale, it can be acquired separately from Steinberg or through a Steinberg product that bundles it.

The Iconica Sketch engine also supports ah/oh choir sounds from Olympus Micro; also bundled with Dorico 5 but a separate download. The choir sounds defaults to being disabled in the "Add instruments" screen until you first select it.

New libraries were added to existing engines

We've added support for more sample libraries in the existing engines to shorten the development timeline. They're available as free updates. Since users may not own or have installed these libraries, they're initially unlisted in the "Add Instruments" screen until you select the product filter.

- **CineSeries for Musio:** Voxos Choirs (Ah/Oh), Industry Brass

- **HOOPUS:** Hollywood Choirs (Ah/Oh), EW Pianos

- **Synchron:** Duality Strings, Elite Strings

- **Spitfire Symphony Orchestra:** Spitfire Solo Strings (the Kontakt library)

New note-timing algorithms significantly improve timing

Our new model for measuring and applying note timing significantly improves the onset note timing and beat consistency.

Previous versions had limited timing accuracy, particularly with long notes and legato transitions. The new model should eliminate most discrepancies.

Notes about choir "Women & Men"
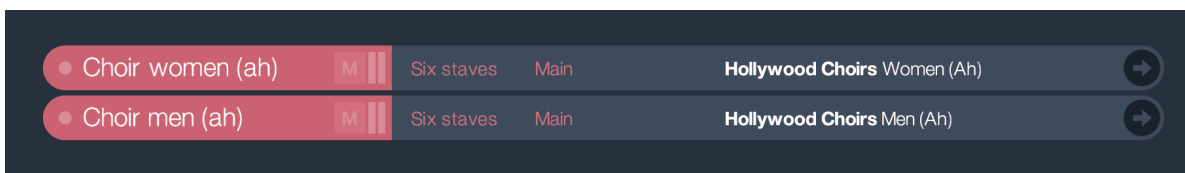
You should use SATB choir sections in your score despite a choir being divided into women & men.

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.

Fixed bug with stem exports, cropping the initial audio

With certain microphone combinations, NPPE stem exports would be silent for a period before the audio started suddenly. The bug was fixed.

Fixed Close-Main being flipped in stem exports.

When using a Close-Main microphone configuration and exporting individual microphones, the "Main" signal was in the "Close" file, and vice versa. The bug was fixed.

Fixed problem with arco/pizzicato in Finale, not chasing properly

When initiating playback from mid-score, arco/pizzicato wasn't chased properly when running NPPE with Finale. The problem was fixed.

Fixed problem with unwanted note overlaps

Some notes would overlap excessively, for example, between consecutive slurs. The problem was fixed.

Fixed problem with strange noises in BBCSO Bass Clarinet

The BBCSO close microphone has very prominent left-panning for the bass clarinet. Consequently, NPPE's automatic channel balancing increased the volume of unwanted noises from the right channel. The problem was worked around in NPPE by mirroring the opposite channel in the case of hard-panning in the source sound.

Fixed VSL celestas playing in the wrong octave

The celesta was octave-transposed for Synchron Prime, SE1, and Synchron. The problem was fixed by counter-transposing in the engine.

Fixed disabled libraries showing in "Change sample library"

Sample libraries with deselected product filters were displayed in the "Change sample library" popup menu (e.g., "BBCSO Core Piano" showing despite having only the baseline BBCSO Core library). The problem was fixed.

Fixed problem with BBCSO solo strings sustaining short notes

BBCSO's "marcato" didn't always release notes as expected for solo strings, but notes were sustained too long. The problem was resolved by deactivating those samples for solo strings.

NotePerformer 4.3.0

NOTEPERFORMER UPDATES

Fixed bug with note attacks

A bug was introduced with NotePerformer 4.2.0/4.2.1 that gave many long notes a distinct attack. The problem was fixed.

## NPPE UPDATES

Improved loudness matching

The loudness model was improved for better matching of dark and bright sounds, such as that of BBCSO versus NotePerformer. The previous imbalance could disfavor treble instruments, such as violins not being loud enough. You will be asked to download new playback engines since they were all adapted to the new algorithms.

"Saturation" was added to the equalizer

The equalizer in NPPE has a new effect: Saturation.

Saturation brightens the sound by harmonic distortion. It adds "air" but may produce unwanted distortion if overused.

If you want saturation by default, you can save your default value from the three-dot menu in the equalizer.
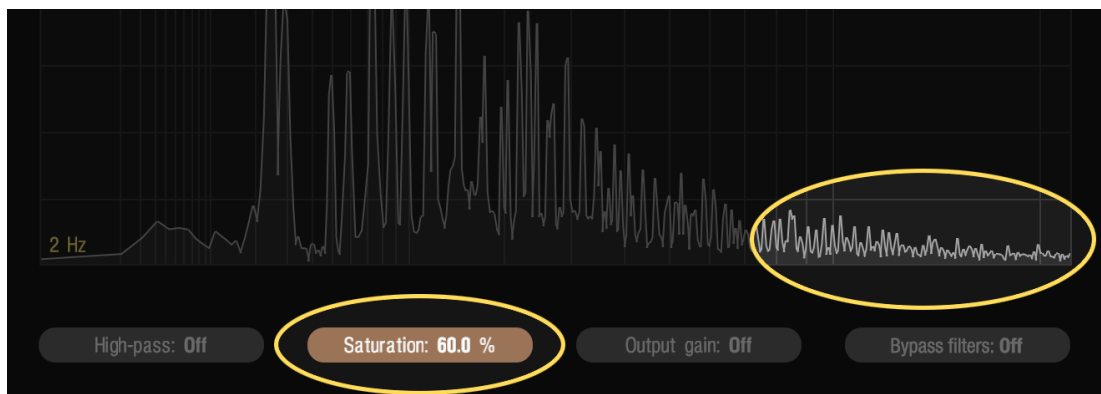
Improved note-length matching against NotePerformer

NPPE's strings, brass, and woodwinds would previously sustain many medium-length notes longer than NotePerformer's. The associated algorithms from NotePerformer could not be applied to third-party libraries. New algorithms were developed to port NotePerformer's behavior to NPPE, improving note-length accuracy and musical clarity.

Fixed percussion sounds being too soft

NotePerformer 4.2.0 would output many percussion sounds at a too low volume due to a limitation in the loudness matching algorithms. The problem was fixed.

Fixed problem with lower legato voice cutting the upper voice

The lower legato voice cut the long upper note prematurely due to how NPPE counts voices. The problem was fixed.

Fixed problem with non-legato voices being cut off

A similar but unrelated bug was fixed. At some tempos, the voice-one note was prematurely ended by the voice-two notes.

Added out-of-range playback capability

NPPE can now play notes that are out-of-range for a sample library. Out-of-range notes are silent during live input but present in playback. Since notes must be isolated and pitch-shifted artificially, there's a polyphony limit. There are articulation limitations; instruments may fallback on a simpler technique with the appropriate pitch. Pitch-shifting works only for strings, brass, woodwinds, and some pitched percussion. It's only a fallback for libraries with a limited range. Pitch-shifting is limited to two octaves.

Fixed sustain-pedal problem with notation program restart

The piano sustain pedal sometimes stopped working when restarting the notation program or when running multiple programs simultaneously (e.g., Finale and Sibelius). The problem was fixed.

Fixed Synchron Prime Violas using Elite Violas

The Synchron Prime standard viola section incorrectly used the VST3 patch for the "Synchron Prime Elite" sounds and didn't accurately match timing and dynamics throughout the range of the instrument since they were adopted for the wrong patch. The problem was fixed.

Fixed rare crashes with slot removal

In rare instances, NotePerformer Playback Engines could crash when removing slots. The bug was fixed.

Fixed bug with sustain pedal MIDI CC #64 and percussion rolls

Triggering MIDI CC #64 by "let ring" or other means would interfere with natural rolls for percussion. The problem was fixed but required rewriting most sustain pedal code. Please report any new sustain-pedal issues.

Fixed bug with legato-release overlays being off-time

Slur endings enhanced with staccato overlays would sometimes be off-time during rapid passages. The problem was fixed.

Added copy/paste to clipboard for some parameters

Some parameters can now be copy-pasted from the clipboard using the three-dot menu, including stereo width and microphone balance.

Previously, the settings could be distributed to all instruments or the instrument family, but not between individual instruments.

Turned off pedal noises for pianos

NotePerformer sends redundant MIDI Sustain #64 messages, causing excessive pedal noise for pianos with sampled pedal noise. Sampled pedal noise is more applicable to live keyboard performance and was turned off for applicable pianos (BBCSO, Cinematic Studio, and CinePiano for Kontakt or Musio).

Limited keyboard control was added

A mouse is still required, but limited keyboard control was added. Please see the user's guide for details.

Marcato & staccato overlays can now be turned off

If you want an instrument's long notes to be produced without decorative staccato and/or marcato overlays, these can now be toggled from "Advanced Settings".

Fix for SSO runs in section strings

Violins 2 and other SSO section strings overlay spiccato samples with fast runs that are sometimes too loud. The problem was reduced by lowering the transition velocity.

NOTEPERFORMER UPDATES

Fixed problem with long notes fading out in Dorico

NotePerformer 4.2 introduced a problem with long notes sometimes fading out unexpectedly in Dorico. The problem was fixed.

Fixed microtonal playback in Dorico

NotePerformer 4.2 introduced a problem with microtonal playback not working as expected in Dorico. The problem was fixed.

Portamento MIDI CC111 now works for brass and woodwinds

The new portamento MIDI CC 111 didn't work as expected for brass and woodwinds. The problem was fixed.

Long notes after rolls are now articulated

A long note after a roll used to be incorporated with the roll. It's now articulated as a separate note.
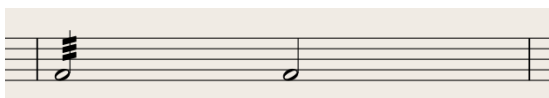
NPPE UPDATES

Fixed problem with pizz. to arco in Finale

NotePerformer 4.2 introduced a problem with pizz. to arco working unreliably for playback engines in Finale. The problem was fixed.

Improved tuning for shorts overlays

Some instruments had poorly matched tuning for shorts overlays. The matching algorithm was improved.

NotePerformer 4.2.0

NOTEPERFORMER UPDATES

Portamento MIDI CC #111 was added

MIDI CC #111 now activates "portamento mode" where slurs are performed as a glide. It's applicable for NotePerformer's built-in sounds and playback engine instruments with sampled portamento. A CC value of "1" activates portamento. The value "0" returns to plain legato slurs.

Fixed timing bug

NotePerformer was 25 milliseconds behind the metronome in Dorico. The problem was fixed.

Improved tuning of some poorly tuned samples

A few samples with slightly inaccurate pitch was tuned (harp and electric bass).

Fade from Niente works again in Dorico

In Dorico, fade from Niente would only produce silence with recent NotePerformer versions using the VST3 interface. The problem was fixed.

Trumpet in F no longer resolves to the piccolo trumpet in Dorico

In Dorico, the F-trumpet would incorrectly resolve to NotePerformer's piccolo trumpet. The problem was fixed.

The Japanese Finalescripts were updated

The Japanese Finalescripts were updated for compatibility with Finale 27.3.

NPPE UPDATES

NEW PLAYBACK ENGINES

- CineSeries for Musio

- Spitfire Symphony Orchestra

- Synchron (Vienna Symphonic Library)

- SYNCHRON-ized SE1 (Vienna Symphonic Library)

Significant balance improvements

A new balance-matching engine was added. NPPEs now have a dynamic and volume significantly more consistent with NotePerformer. A typical problem with previous versions was muddiness and boominess in contrabass and cello.

Better interpretation of slurs and long notes

Note envelopes were improved for long notes and slow legato passages. They are now interpreted more expressively.

Reduced bumpiness of the first legato transition

Some sample libraries are prone to a volume bump on the legato transition between the first and the second note of a phrase. Previous versions of NPPE were shown to handle this better than version 4.1. New technologies were added to handle the problem as effectively as previous versions without sacrificing the improvements introduced with version 4.1.

Significant timing improvements for legato transitions

The legato-timing technologies were improved for tightening the timing of slurred notes. All playback engines have been migrated to the new algorithms.

Support for BBCSO Piano

The BBCSO Core and BBCSO Professional engines now include support for Spitfire's BBCSO Piano. Spitfire sells the piano separately. If you own the piano, please select the associated product filter in the "Add instruments screen."
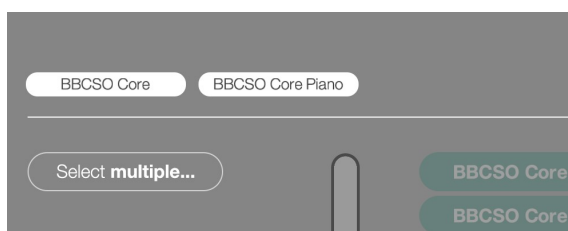

Kontakt 7.6 is now the minimum requirement

For Kontakt-based engines, the minimum requirement is now Kontakt 7.6. Prior versions of Kontakt could dropout sound with NPPE, even during bouncing.

Spitfire Player 1.7.0 is now the minimum requirement for BBCSO

Many VST presets have been reworked for the BBCSO playback engines and resaved with a more recent player. The new minimum requirement is Spitfire Player 1.7.0.

Instruments can now be limited to only solo or section samples

Some instruments have both section and solo samples from which NPPE draws sound. Occasionally, there's a discrepancy between solo and section samples, significant enough to be disturbing. In the advanced menu in NPPE, it's now possible to limit the instrument to use only section samples or solo samples if one is better than the other and consistency is more important than timbre.
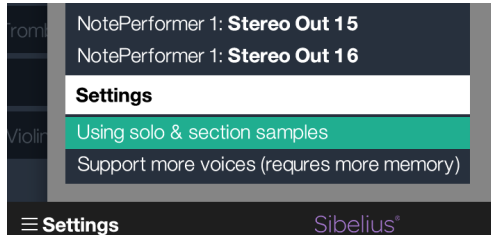

Added impulse response technologies to handle dry libraries

Dry sample libraries warrant additional processing beyond that of NotePerformer's native reverb. The first dry library added to NPPE is VSL SYNCHRON-ized SE1. SE1 is recorded dry and without native microphone positions, but our new impulse-response technologies simulate Close-Main-Ambient microphones.
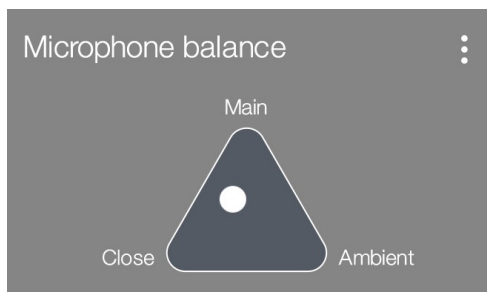
Main-Ambient simulation added for single-microphone engines

Single-microphone engines (or those lacking a native ambient microphone) have a new microphone position for pushing instruments further back into the room: "Main-Ambient (simulated)" or "Mix-Ambient (simulated)". It uses our new impulse-response technologies to simulate the ambient perspective from the Main microphone.
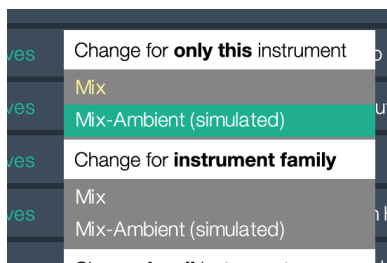

Tweaked piano chord balance

NPPE could previously balance piano notes and chords in a manner that produced uneven output. The problem was resolved.

## A new default panning mode was added: "Natural panning."

The previous default mode was "Binaural pan + HAAS delay." This mode may enhance bass-heaviness at the center position. It's still available but no longer the default panning mode.

A new panning mode, "Natural panning," was added as the new default mode. This mode is more transparent and better preserves the natural timbre of a sample library.
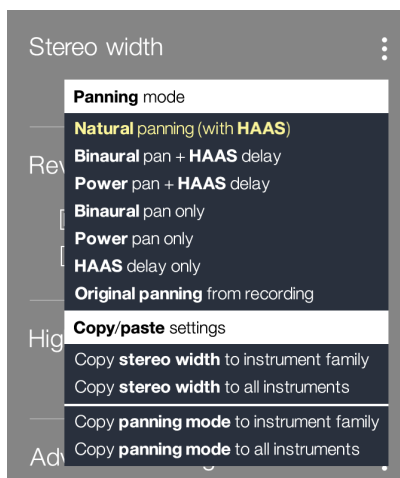
Panning engine update

Along with introducing the "natural panning" mode, the panning engine was upgraded with improved left-center-right positioning. The left/right is divided into two zones, and the center produces a dead-ahead position.
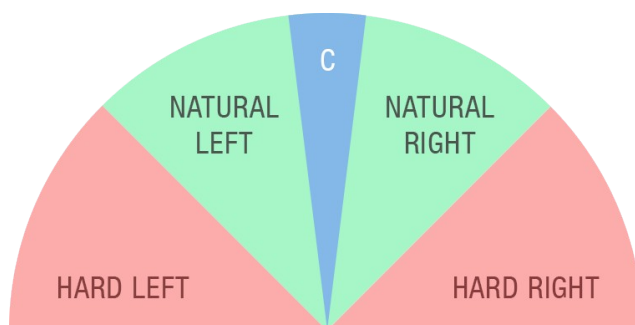
Fixed bug with NPPE not being fully synchronized with NotePerformer

NPPE would be 10-15 milliseconds ahead of NotePerformer. The problem was resolved.

Fixed bug with NPPE's short notes being shorter than NotePerformer's

NPPE would sometimes end short notes prematurely. It was most noticeable with the piano, where short notes could become strangely short. The problem was resolved.

Hall noise was updated for less rumble

The hall noise could be perceived as having excessive rumble. The noise color and style was updated for a more transparent sound.

Improved volume consistency for short notes

Short notes would sometimes be reproduced with an inconsistent volume. The problem was resolved.

Improved articulation determination for short notes

Short notes could previously alternate between short and long-sounding articulations for similar-length notes within a phrase. The problem was resolved.

A new "details" link from the NPPE library page

Clicking "details" for the library in NPPE now opens the engine's webpage. The webpage could previously only be accessed by navigating from noteperformer.com. The webpage adds useful information: support topics for the engine and a full listing of every articulation mapped within each instrument.

Details ▶   Audio demos ▶   Developer website ▶
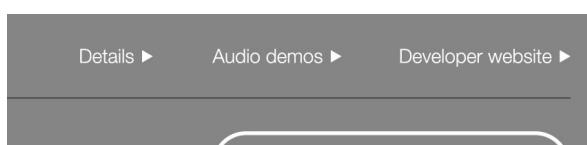
For selected menu items, pop-up menus stay open after clicking

Pop-up menus no longer automatically close for selected items that toggle features, such as the output port of an instrument or the hall noise amount.

Improved dynamic consistency for staccato overlays

NPPE always used staccato overlays when the context called for it. Matching shorts with long notes is challenging, especially where shorts have a more significant dynamic range. The matching of long notes and overlays is improved from previous versions.

Selected instruments now use Marcato overlays

Selected instruments now use either Staccato overlays or Marcato overlays. The choice is determined by the musical context. The Marcato attack may be less abrupt and more natural. This feature is limited to instruments that include a suitable medium-length articulation with full dynamic range and velocity control.

Slurs ending on a short note are now enhanced with staccato overlays

The final note of a slur would often be inaudible. Now, when slurs end on a short note, staccato overlays are selectively incorporated.

Fixed bug that prevented menus from closing on outside-clicking

The EQ overlay and the edit-instrument overlay wouldn't automatically close on outside-clicking. It occurred only when instrument slots had been repeatedly added and removed to NPPE. The bug was fixed.

Fixed articulation-determination bug in Dorico and Finale

Some passages that included slurs, tenuto, or mezzo-staccato weren't rendered correctly by NPPE. The bug only affected Dorico and Finale. The problem was resolved.

Fixed a stem-export bug where the first note became very short

When exporting stems, a long note on the first beat sometimes produces a very short-sounding note. The problem was resolved.

Fixed bug with sustain pedal releasing prematurely on repeated notes

With repeated notes of the same pitch during a sustain pedal passage, sustained notes could be prematurely released. The problem was fixed.

BBCSO timpani roll no longer has a very long release

The BBCSO timpani used to ring for a very long time at the end of rolls. The problem was worked around.

BBCSO Professional now runs Mix 1 instruments in Core mode

BBCSO Professional uses significantly more memory. To preserve RAM, instruments are now opened in Core mode, when using Mix 1 and the instrument has an equivalent in BBCSO Core. If you own BBCSO Professional by Spitfire Audio, we recommend downloading BBCSO Core to supplement it.

Added natural sustain pedal support for applicable piano instruments

Many piano libraries include separate sustain-pedaled samples, having a richer timbre. NPPE's internal sustain feature prevented these samples from being used. The problem was fixed (applicable for piano and celeste).

Fixed bug with piano not releasing on stop

The piano wouldn't always release when playback was stopped. The bug was fixed.

Deactivated "fff layer" for Kontakt Cinepiano

Kontakt CinePiano has an optional "fff layer" which sometimes produced an unfavorable timbre with a very short sustain time. The feature was deactivated.

Fixed frozen instruments using multiple notation programs

When going back and forth between multiple notation programs, NPPE instrument slots would sometimes freeze and no longer receive MIDI. The problem was fixed.

Accents under slurs no longer produce very loud notes

When putting an accent on a note that was slurred into, NPPE often produced a very loud note. The problem was fixed.

Fixed slurs in Finale not always working with NPPE

In Finale, slur playback wouldn't always work with NPPE despite working with regular NotePerformer playback. The problem was fixed.

Explicitly notated tremolo now supports accent and marcato

Playback engines now detect accent and marcato within tremolos if all notes are explicitly notated (not with slashes).

The "About box" on Mac now shows the correct version

On Mac, the "About box" always showed "1.0" for the version rather than the current NotePerformer version. The problem was fixed.

"Binaural pan only" now works with Close-Main-Ambient

Due to a bug, the "Binaural pan only" mode didn't respect the microphone configuration but outputted all signals at the same level. The bug was fixed.

Improved accuracy of the spinning loading indicator

For some libraries, such as BBCSO Professional, the spinning loading indicator would disappear prematurely, although the library was still loading. The indicator's accuracy was improved.

Fixed problem with mutes being too loud

For some playback engines, some mutes were performed at an excessive dynamic. The problem was fixed.

Fixed problem with multi-microphone timing

For some multi-microphone instruments, the timing was off between microphones. The problem was fixed.

Notes about the new Spitfire Symphony Orchestra engine

For technical reasons, some patches in the library cannot be used. Flute, oboe, clarinet, and cimbasso are limited to section sounds. The balance is nevertheless correct, but the timbre is a little more chorusing.

HOOPUS Solo Cello now sustains long notes

Previously, long notes wouldn't sustain. The instrument was updated to use a looping patch.

MIDI CC105 (Vibrato Depth) now triggers "molto vib." and "non vib."

NotePerformer MIDI CC105 (Vibrato Depth) now automatically resolves to "molto vib." and "non vib." for applicable libraries. Values over 100 trigger "molto vib." Values under 15 trigger "non vib."

NOTEPERFORMER UPDATES

"UREI click" metronome sounds were added (applicable for Sibelius)

Two digital metronome sounds were added to NotePerformer. They can be manually configured as the metronome sound in Sibelius. It's not applicable for Dorico or Finale since they produce their own metronome sounds.

The bell is the same sound as the click, but louder:

Metronome Bell: Orchestral percussion > Metal > Metronome bell

Metronome click: Orchestral percussion > Wood > Metronome click

Windows 7 is now supported.

NotePerformer 4 and NPPE produced a "KERNEL32.DLL" error on startup and refused to load on Windows 7. The problem was fixed.

In Finale, SPACE+MOUSE CLICK playback now works

NotePerformer 4 produced silence for non-HP playback in Finale due to resetting to zero dynamics as the default value. The problem was fixed.

NotePerformer's solo "sul ponticello" no longer plays out of tune

Unintentionally, the "sul ponticello" articulation had too loose humanization rules for solo strings. The problem was fixed.

Flutter-tongue for brass in Finale now works

The flutter-tongue articulation was missing from Human Playback Preferences. The problem was fixed.

NPPE UPDATES

Updated "Kontakt CineSeries" to CineStrings Core 2.0

This playback engine now requires CineStrings Core 2.0. Older versions of CineStrings Core are no longer supported. The update to CineStrings Core 2.0 is free and is available through Native Access.

Added "Synchron Prime Elite expansion" support

Vienna Symphonic Library has added an "Elite Strings" chamber strings expansion to the Synchron Prime sample library (click "Install" under Synchron Prime in Vienna Assistant). The new strings are now supported also by our playback engine.

Kontakt-based engines now require Kontakt 7 Player version 7.3.2

All Kontakt-based engines now require Kontakt version 7.3.2 since the VST3 presets were tweaked and saved, using the latest version. The Kontakt update is free and is available through Native Access.

Improved NPPE legato timing

Significant improvements were made to the treatment of legato transitions. The timing is greatly improved.

Improved short-note consistency for NPPE

A bug was fixed that could randomly trigger unwanted long overlays for short notes.

Improved tuning for NPPE

Significant improvements were made to the tuning and intonation of playback engine sounds.

Improved volume and balance for NPPE

Significant improvements were made to the volume, balance, and envelope of playback engine sounds.

"Original panning" mode was added to NPPE

There's now a mode for panning as recorded in a library for applicable playback engines. NPPE will only pan the close microphones.

Ordinary NotePerformer sounds can now be used for NPPE input

NPPE is limited to producing staccato notes for live MIDI input. If you prefer to use NotePerformer's baseline sounds for MIDI input, there's now a setting in the global "Settings" menu in the footer in NPPE. NotePerformer's default sounds then plays any notes entered with a mouse or keyboard. NPPE is only invoked during playback.

Exported playback-engine stems are now numbered

Exported .wav stems are now numbered by their NPPE slot. The .wav files are in orchestral order when sorted alphabetically.

Missing percussion was added to HOOPUS and BBCSO

Many unpitched percussion instruments were missing from the original HOOPUS engine. BBCSO missed the "hot rod" timpani instrument. The instruments were added.

"No vibrato." sounds now work for HOOPUS solo violin and cello

"No vibrato" would previously produce silent notes. The problem was fixed.

In NPPE, accents and marcato now default to shorts overlay

Previously, overlays were only used contextually, which made accents and marcato weak. These articulations now default to having a short overlay with the appropriate dynamic.

An unavoidable limitation of many sample libraries is that the dynamic range of long notes may be smaller than that of short notes. For instruments with considerable timbre change with dynamics (such as brass and many woodwinds), it's common that only shorts and overlays reach the highest dynamics.

BBCSO no longer glides on runs

NPPE used a combination of portamento and legato transitions for string runs. Due to causing irregularities and unwanted side effects, the feature has been turned off in favor of using only legato transitions.

On Windows, the NPPE screen size (DPI) can now be overridden

Your Windows DPI setting controls the window size of NotePerformer Playback Engines on Windows. The produced screen size may be too small or large. The default DPI setting can now be overridden from the Help menu, scaling the NPPE windows size on Windows.

Fixed crash when bouncing NPPE instruments with "/" in the name

Some instruments would crash on stem bounce because they had a "/" in the name, distorting the path of the .wav file. The problem was fixed.

Fixed .np_template not loading instruments having "," in the name

Some instruments wouldn't load from .np_template files because they had a "," in the name, disturbing preset loading. The problem was fixed.

Non-slurred notes no longer trigger NPPE trill samples

Only slurred trills (or automatically slurred trills) will now trigger trill samples in a sample library in NPPE.

Sustain pedal now affect multiple staves for NPPE

With the piano routed to an NPPE slot, only pedal markings/CC64=127 in the upper staff would sustain the sound. The problem was fixed by sustaining the sound regardless of what staff has the sustain pedal MIDI messages.

NPPE now shows the correct RAM figure on PC

The memory indicator on PC didn't include virtual memory, showing a lower-than-actual memory load. It would often drop after some time as Windows moved memory from RAM to virtual memory. The problem was fixed so that the memory reported includes all allocations even if Windows uses virtual memory.

The lowest notes on NPPE pianos now work

NPPE was cropped to low C and didn't play the lowest three piano notes. The problem was fixed.

Global reverb setting (25%-800%) no longer preserves reverb energy

NPPE's reverb setting needed to be more intuitive. NPPE's global reverb setting no longer preserves the total reverb amount but only scales reverb time. Consequently, a higher setting now produces a more pronounced reverb.

The current .np_template is now shown in the title bar of NPPE

If you save or load a .np_template in NPPE, the template's title is now shown in the window's title bar.

Fixed bug with some NPPE stems not being included in bounces

Scores with instrument changes could produce missing stem bounces. The bug was fixed.

NPPE microphone configurations are now centered by default

When using triple (close-main-ambient) or dual (close-room) microphone configuration in NPPE, the balance is now centered rather than "main" by default. Double-clicking the microphone balance editor resets the balance to being centered.

NPPE now shows when an update is available

NPPE now checks with our servers for a more recent version of NotePerformer and displays a notice on the front page.

With loaded sounds, NPPE now asks for confirmation before exiting

A message box now asks for confirmation to avoid accidentally terminating the application when sounds are loaded.

Fixed NPPE articulations sounding in the opposite L/R channel

With NPPE, articulations would sometimes appear as having a different panning position from other articulations of the same instrument. The problem was fixed.

Fixed NPPE erratic timing with intonation

An intonation-technology bug could degrade note timing. The problem was fixed.

Fixed NPPE live input sounding distorted

Notes entered with the mouse or keyboard would sometimes sound heavily distorted when played by NPPE. The bug was fixed.

Fixed stuck notes on fast legato

Some playback engines could produce stuck notes on fast legato phrases. The problem was fixed.

Fixed missing notes with slurred repeated notes in Finale

In Finale, notes could go silent or produce oddities when slurring consecutive notes of the same pitch. The problem was fixed.

Various fixes

The update includes many minor bug fixes, unlisted improvements, and improvements to the documentation and interface.

NotePerformer 4.0.0

NotePerformer Playback Engines

The significant feature of NotePerformer 4 is "NotePerformer Playback Engines," our new playback platform. It hosts selected VST3 libraries, replacing our built-in sounds with samples by leading developers.

The platform is run as a separate application alongside NotePerformer and your notation program. It relays sound to NotePerformer, bringing production-quality sounds to your notation program without hosting the VST3 directly inside and without targeted Sound Sets, Expression Maps, or Human Playback rules.

While the program is an optional companion to NotePerformer, it's our most significant update since the original NotePerformer 1.0 release. NotePerformer's documentation has been updated with a dedicated section.
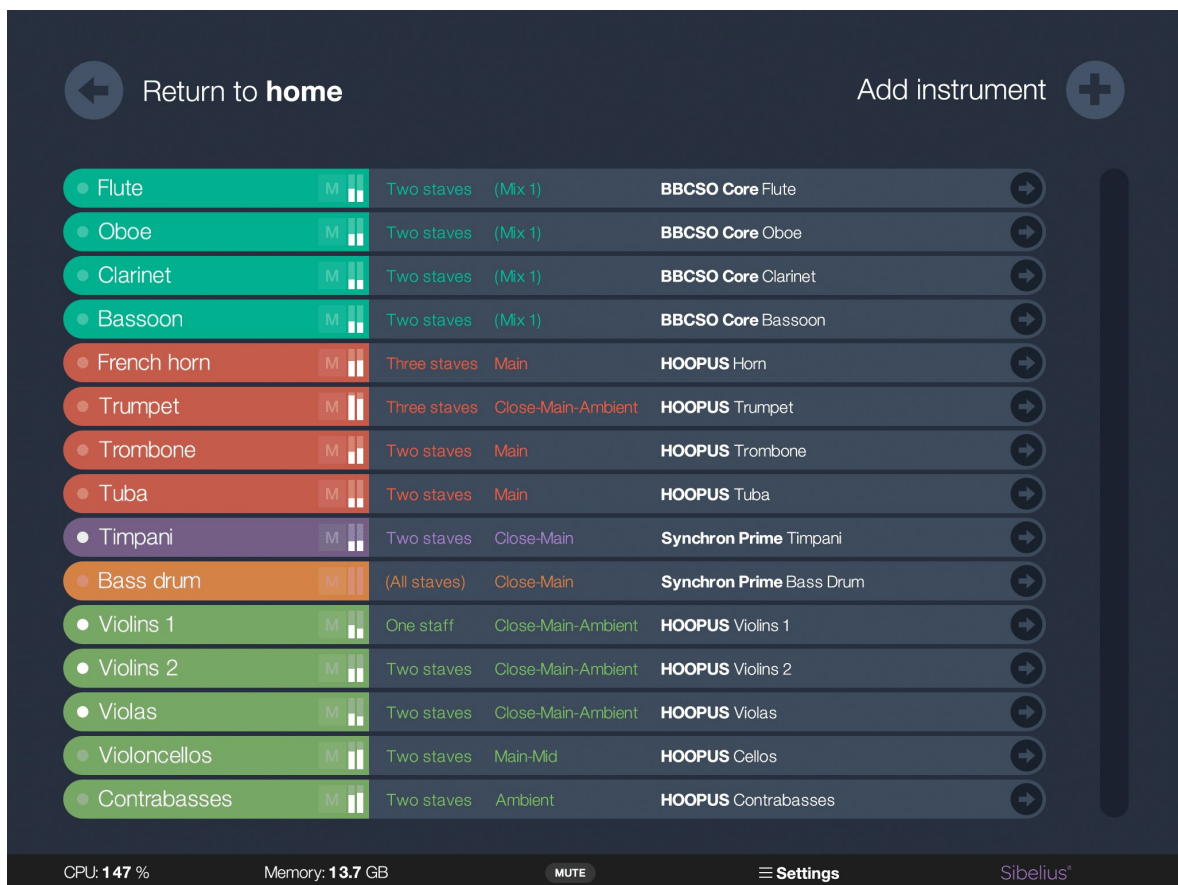
Native Apple Silicon support

Native Apple Silicon support was added (Finale and Dorico on Mac).

VST3 for Dorico

NotePerformer now connects through VST3 rather than VST2 in Dorico.

Finale support for brass flutter-tongue

Brass flutter-tongue was previously missing from the Finale Human Playback map. The issue was resolved.

Sample-rate/pitch bug fix

A sample-rate bug was fixed. Previously, sample-rate changes could result in playback with distorted pitch.

Problems with mute/solo for saved states in Finale and Dorico

Saved projects would sometimes recall an incorrect solo/mute state for NotePerformer in Dorico and FInale. The issue was resolved.

Choir men/women programs were added

New choir programs were added: men (bass+tenor) and women (soprano +alto). The programs use the same underlying sounds as the SATB choirs but were added as placeholders for the corresponding playback-engine sounds.

Taiko sounds are now mapped also for unpitched percussion

Previously, there was only a pitched taiko program in NotePerformer. The sound is now mapped also to the unpitched taiko entry (entries) in the orchestral percussion map.

Sibelius Sound-Set folder access-rights problem

Previously, the NotePerformer installer could inadvertently limit the write-access rights for the /Sounds folder to administrators only. It occurred when the folder didn't exist before installing NotePerformer. The issue has been resolved. The NotePerformer 4 installer also repairs any problems previously caused.

Japanese Finalescripts

Finalescripts translated for the Japanese-language version of Finale were added.

Dorico crashes with AMD graphics cards

An AMD "Adrenaline" graphics-card driver would crash when NotePerformer was scanned by Dorico due to a memory vulnerability in the OpenGL driver. The problem was identified, and NotePerformer could be adapted not to trigger the crash.

Sul ponticello articulation was added

NotePerformer now supports the sul ponticello articulation (simulated). Sul ponticello is a chaotic sound that's very difficult to simulate, and the sound quality of this articulation may be limited. It's an essential placeholder for higher-quality playback-engine sounds.

Secondary expression (CC110)

This is an optional power-user feature for adding custom expression. MIDI CC 110 now overrides the dynamics for an instrument. The range is two dynamic levels from the written dynamics.

Example: The written dynamics is mezzo-forte (*mf*). Now, MIDI CC 110 goes between *p-mp-mf-f-ff* for the values 1 to 127. A value of zero (the default value) is a special case that bypasses the feature.

Pedal lines now work in Dorico

For sustaining notes. The feature uses MIDI CC 64: Sustain Pedal.

Various fixes

Many minor corrections and optimizations have been made to NotePerformer.

The "reset mixer" plug-in for Sibelius was updated

The plug-in no longer resets panning.

NotePerformer 3.3.2

Fixed problem with "always tenuto" not working

The switch for turning on tenuto permanently (CC #108, value 1) didn't work as expected. The bug was fixed.

In Dorico on Windows, there's no longer a bug where NotePerformer could put the Steinberg ASIO driver into a state of malfunction

Due to a bug in NotePerformer, the ASIO driver for Dorico could be sent into a state of malfunction, producing only a strange "carpet of sound" during playback. The bug was fixed.

In Finale, percussion sounds in the lowest octave now work

Sounds in the lowest octave of the orchestral percussion map wouldn't trigger, because they collided with the key switches. The problem was fixed.

In Sibelius, strings and woodwinds now ignore "let ring"

Strings and woodwinds no longer respond to sustain pedal messages. This could previously trigger a never-ending build up of sound, when writing "let ring" in Sibelius. This is a relatively common technique for contrabass pizzicato.

The problem doesn't apply to Finale or Dorico, because these notation programs don't automatically respond to "let ring" (sustain pedal down). When they are manually setup to send a sustain pedal event, the fix will naturally apply also to these notation programs.

Log files now rotate

To make it easier for us to track down bugs during startup of notation programs, NotePerformer now rotates older log files. The files are in order (starting with the most recent log file)

NotePerformer64.log
NotePerformer64.log.1
NotePerformer64.log.2
NotePerformer64.log.3

Dorico 3.5-specific expression map was added

Our expression map was updated to take advantage of some of the new features in Dorico 3.5, and the installer was updated to reflect these version changes.

Exclusion groups for hi-hat was fixed

When updating the drum sets to General MIDI mapping, in a previous version, the exclusion groups for hi-hat closed/open where damaged, such that the closed hi-hat would no longer terminate the open hi-hat sound. The problem was fixed.

Triangle round robin repeat speed was tweaked

When playing triangle strokes, the instrument no longer rotates between left/right strokes unless there's a very fast repeat.

In Finale, Dynamics for mandolin and banjo now works

Mandolin and banjo did not respond to dynamics in Finale. This discrepancy was corrected for.

The "bowed marimba" mixer override now works, also in Finale & Dorico

The marimba (bowed) override used to set the bowed xylophone program, rather than the bowed marimba (the problem did not apply to Sibelius, where sounds are assigned from the Sibelius mixer). The problem was fixed.

In Finale & Dorico, the bowed xylophone is now the fallback sound for the glass harmonica

NotePerformer will now automatically fallback to the bowed xylophone sound, when picking the glass harmonica instrument in Finale or Dorico.

(In Sibelius, the fallback sounds are determined by Sibelius. In order to achieve the same thing in Sibelius, the bowed xylophone sound needs to be manually assigned from the Sibelius mixer.)

In Finale,"custom XX" percussion sounds now have names

Unpitched percussion sounds in NotePerformer, which don't have a natural mapping in Finale, are configured to use the Custom 1, Custom 2, ... sound slots. These sound slots have now also been supplemented with custom names in Finale, making them easier to utilize in practice.

Fixed bug with long notes during MIDI input

During MIDI keyboard input, notes would sometimes playback longer than expected. The problem was fixed.

In Dorico, "dead notes" for guitar are now mapped

In Dorico, guitar notes set to the "dead note" technique (X notehead) are now performed as a muted note.

In Dorico 3.5, jazz articulations are now mapped

Starting from Dorico 3.5, jazz articulations should now play back.

Finger cymbals "open stroke" sound was added

An "open" finger cymbals sound was added to the percussion map, on MIDI NOTE 111.

In Sibelius, the standard finger cymbal is now the open stroke. The muted sound requires manual mapping.

In Finale, the standard finger cymbal is now the open stroke. The muted sound was mapped to the "Finger Cymbals Muted Clap" type in Finale.

In Dorico, the "Natural" technique is now the open stroke. The muted sound was mapped to the "Muted" technique.

Fixed trill playback for woodwinds and brass in Sibelius

In Sibelius, wind instruments wouldn't always perform trills in a slurred fashion.

This problem was resolved by an update to the Sound Set.

NotePerformer 3.3.1

macOS Metal driver is now used only from Catalina and up

The mixer interface of NotePerformer 3.3.0 did not work on some older Mac computers running High Sierra, due to having a graphics card which isn't Metal compatible.

The problem was resolved such that only Catalina and higher uses the Metal driver. Users running High Sierra and Mojave get the OpenGL driver instead. Both drivers are similar in performance.

Artificial harmonics are no longer calculated for Dorico 3

Because Dorico 3 introduces a new system for artificial harmonics, where the pitch is to be calculated by Dorico 3 itself, this NotePerformer feature is redundant. The feature has therefore been turned off, as it may otherwise cause issues when writing polyphonic harmonics.

This does not affect Dorico 2 users, or users of Sibelius or Finale.

Slur+tenuto and slur+staccato bug was fixed

NotePerformer 3.3.0 introduced a bug invalidating playback for these combinations of techniques. The problem has been fixed.

Also, slur+mezzostaccato now resolves to the same technique as slur+staccato, which is usually semi-legato, rather than producing unpredictable results.

Fixed issue which could make Dorico 3 blacklist NotePerformer

In rare situations, Dorico 3 could accidentally blacklist NotePerformer. The problem has been resolved.

Fixed blurry graphics bug on macOS retina screens in low-res mode

The NotePerformer mixer would previously be blurry, when using a low-resolution notation program on a high-DPI screen in macOS.

Fixed level meter glitch in macOS Metal driver in low-res mode

The level meters in the NotePerformer mixer would previously have a glitch, when using the Metal driver (High Sierra and up for NP 3.3.0) in standard resolution mode. The problem was fixed.

## Fixed additional volume issues with alto saxophone 2

There were still issues with volume discrepancies between alto saxophone 1 & 2. The problem was fixed.

NotePerformer 3.3

Drum set maps were updated to align with General MIDI

To facilitate MIDI keyboard input in Finale, the mapping of NotePerformer's drum sets has been updated to align with General MIDI keyboard mapping.

For Sibelius, Finale and Dorico 3, this transition should go unnoticed.

However, if you are using Dorico 2, existing documents may no longer playback the correct sounds for drum sets. The problem may be resolved for that document by opening *Play > Percussion Maps...*, selecting the *NP Drum Set* percussion map, and clicking *Reset To Library Defaults*.
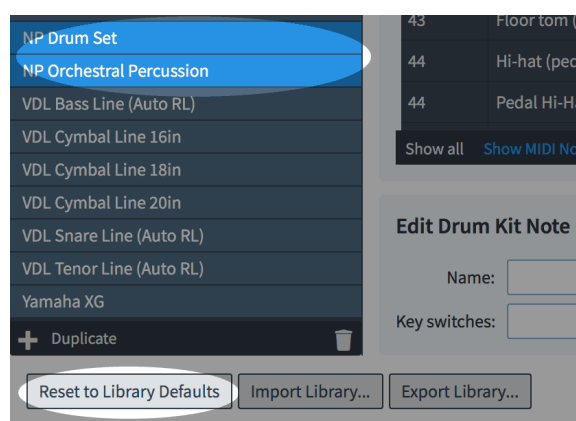
Added notarization for macOS 10.15 (Catalina)

Starting from macOS Catalina, all installers must be notarized with Apple before distribution, or GateKeeper may block the installer from running. This version was updated with the security measures required for approval by Apple, and the installer is notarized.

Ported graphics engine from OpenGL to Metal (macOS only)

This change is only applicable to NotePerformer in Finale and Dorico, where NotePerformer uses its own mixer interface.

OpenGL is a standard cross-platform interface for drawing computer graphics, which is used for drawing the interface of many high-performance applications, including NotePerformer. Because Apple deprecated OpenGL with Catalina, the underlying graphics engine have been ported to Metal, Apple's more recent API for drawing high-performance graphics.

This change is invisible to the user. NotePerformer will automatically determine the most appropriate graphics engine at runtime, and the looks of the interface should be identical. The Metal engine is used when running NotePerformer, in 64-bit mode only, on macOS 10.13 (High Sierra) or higher.

Mapped "hand clap" instrument/staff to electronic hand clap sound

The electronic drum kit contains an electronic hand clap sound. This sound is now automatically triggered when notating a "hand clap" instrument or sound (applicable to Sibelius, Finale and Dorico).

Added support for mute+non vib in Dorico

In Dorico, *non vibrato* would previously not work for muted strings, but now does.

In Dorico 2, for activating this functionality with existing scores, you must "Reset to Library Defaults" on the "NotePerformer" expression map to get our version 13 expression map. In Dorico 3, expression map versioning is handled automatically.

Fixed graphics bug with multiple screens having a different DPI

This is applicable only to Dorico and Finale. On Mac, the NotePerformer mixer interface could previously be rendered at double or half size when using multiple screens with different DPI settings, while multiple NotePerformer mixer instances were opened. The problem has been fixed.

Added the possibility of clearing/resetting individual slots in the mixer

This is applicable only to Finale and Dorico.

Rather than just being able to reset the entire mixer, individual instrument slots can now be deleted from the NotePerformer mixer. This is useful if you have lingering, unused, instrument slots in the mixer, which you would prefer to hide.

You delete an instrument slot from the override menu, by selecting the "(delete slot)" option found in the new "Special" folder.

The "Special" folder also includes a "(reset controllers)" option, which quickly resets the default values for volume, pan, reverb and mute/solo setting, for that instrument.
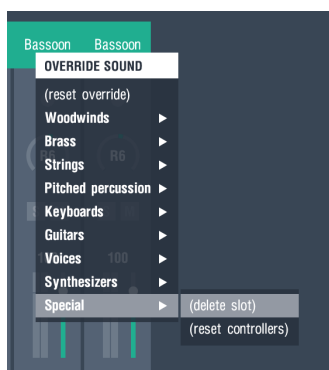
Now using key-switches rather than MIDI CCs (controllers) in Finale

We've struggled with articulation assignment in Finale. Articulations such as pizzicato/arco pairs or mute/open pairs have not always triggered as expected.

At other times, articulations may have worked when playing back from the beginning of a score, but not when playing back from the middle of a score.

Exactly why things have not been working is still unknown, as articulation determination is ultimately handled by Human Playback in Finale. But in order to try and remedy these problems we've decided to attempt using key-switches rather than MIDI controllers for NotePerformer in Finale, based on the fact that this is what Garritan's internal sounds use. Hopefully this change will make articulation determination more reliable with NotePerformer in Finale.

To the extent possible, our choice of key switches also matches that of Garritan's built-in sounds, which should make NotePerformer somewhat more immune to playback errors as a result of stray key-switches that are hard-coded into existing scores.

Fixed slur timing bug in Finale

In Finale, slurs would sometimes initiate or end legato playback on the wrong note. The problem has been fixed.

Fixed bug in Dorico with shortened *tenuto* note following a *staccato*

In Dorico, a tenuto note following a staccato note would previously be shortened unintentionally. It happened because the staccato wasn't properly terminated, making the tenuto note *mezzo-staccato* rather than a tenuto. The problem has been fixed.

Added dynamic range for "swirl" drum sound

Previously, the swirl sound did not at all respond to dynamics, making the swirl sound unsuitably loud at low dynamics. The problem has been corrected.

Fixed plug-in issue with foreign-language House Styles in Sibelius

Previously, NotePerformer's included manuscript plug-ins would sometimes not generate the appropriate technique text, when used with certain foreign-language House Styles where the internal text style *names* had also been translated.

For example, a Spanish House Style could have renamed "Technique" text into "Tecnica" instead, rendering our plug-ins non-functional.

The problem was fixed by an update to our plug-ins. Our plug-ins will now generate the appropriate technique text also with foreign-language House Styles.

Increased volume for the snap/Bartok pizzicato articulation

The string snap articulation (Bartok pizzicato) had been lowered in volume by mistake between NotePerformer versions. The problem has been corrected.

Increased dynamic range for woodblocks

Woodblocks's dynamic range was slightly extended downwards, so that low dynamics are now performed somewhat more softly.

Fixed pitch issue with lower conga

The lower conga had a loud overtone which offset the perceived pitch of the sound. The issue has been resolved.

Fixed alto saxophone #2 being lower in volume

Unintentionally, the second alto saxophone (voice 2 for alto saxophone) had considerably lower volume than the first alto saxophone. The problem has been corrected.

New triangle samples and improved triangle playback

The triangle was replaced with a different sample set (from the same instrument). Fast repeated notes and rolls with the triangle was also improved.

Added "vib." technique support to Dorico

The "vib." technique was previously missing from the Expression Map, but has now been added.

In Dorico 2, please note that you must manually "Reset to Library Defaults" to version 14 of the NotePerformer expression map. For reference, "molto vib." does not have a mapping in Dorico, which is why it's also not added.

Fixed mezzo-staccato playback length bug

The mezzo-staccato articulation was performed shorter than intended in the last version of NotePerformer, due to a bug. The problem has been corrected.

Fixed slurs ending on a staccato in Finale

In Finale, slurs ending on a staccato note would not always playback correctly. The problem has been corrected.

Fixed doits and falls playback in Finale

In Finale, doits and falls would sometimes play on the preceeding note instead. An error which could also make the articulation inaudible. The problem has been corrected.

Fixed issue with organ stops and text techniques in Sibelius

In Sibelius, writing pipe organ registrations by name could cause conflicts with NotePerformer's designated plug-in for changing organ stops. The problem has been fixed, by making sure NotePerformer ignores the text entry in favour of the plug-in settings.

Fixed "ghost note crash" in Dorico on PC

NotePerformer 3.x could previously crash when sent successive and *very short* notes. These are notes on the scale of one millisecond in length, so called "ghost notes", which aren't audible with a regular sample library due to being too short.

But in NotePerformer's intelligent timing system, these could unexpectedly turn into notes of *negative* length, which in turn could break audio playback due to unrecoverable overloads.

Although the problem could theoretically happen also in Sibelius and Finale, these notation programs won't normally produce ghost notes. And the problem is isolated to PC. So it's an issue *primarily* for Dorico users on PC. Even then, the issue was relatively uncommon, affecting only certain musical situations, or those who had increased the length of default notes beyond the default 85% setting.

Added support for Dorico 3

Dorico 3 uses different paths and a different file structure for Playback Templates and Expression Maps. This version adds support for that format.

Please note that Dorico 3 officially does not support NotePerformer 3.2 or earlier. If attempting to use NotePerformer 3.2 with Dorico 3, our Playback Template will be missing. It's then necessary to manually install expression maps for NotePerformer, as provided by Steinberg.

Key velocity for piano in Dorico 3

Starting from Dorico 3/NotePerformer 3.3, selected instruments (such as piano and harp) will have their dynamic level controlled by key velocity rather than a MIDI controller.

You can then notate different dynamic levels for the bass and treble clefs for these instruments. It will also be possible to manually tweak the dynamics on a note-by-note basis from Play mode.

Manuscript plug-in for organ stops now works with foreign languages

In Sibelius, the pipe organ/accordion plug-in would sometimes refuse to run, when used with foreign-language scores. Reason being, the plug-in could not identify the instrument for the selected staff.

This problem has been worked around. The plug-in now falls back to identifying the instrument based on sound ID rather than the instrument's name.

Fixed bug with fuzz-box guitar effect overloads

The fuzz-box guitar effect could previously cause unwanted overloads in the audio output. The problem has been corrected.

Fixed articulation bug in Sibelius with mute+staccato+slur

Certain musical passages would not produce the correct articulation in Sibelius. E.g. subsequent muted slurs ending on staccato would sometimes only respect the first slur.

The problem has been corrected.

Delayed loading of uncommon sounds (32-bit mode only)

Sibelius 6 would sometimes crash when using NotePerformer, due to running out of application memory as a 32-bit software (2 GB in total). So in order to conserve application memory in 32-bit mode, NotePerformer will no longer load less common instruments at startup, but these sounds are loaded only when they're first used in a score.
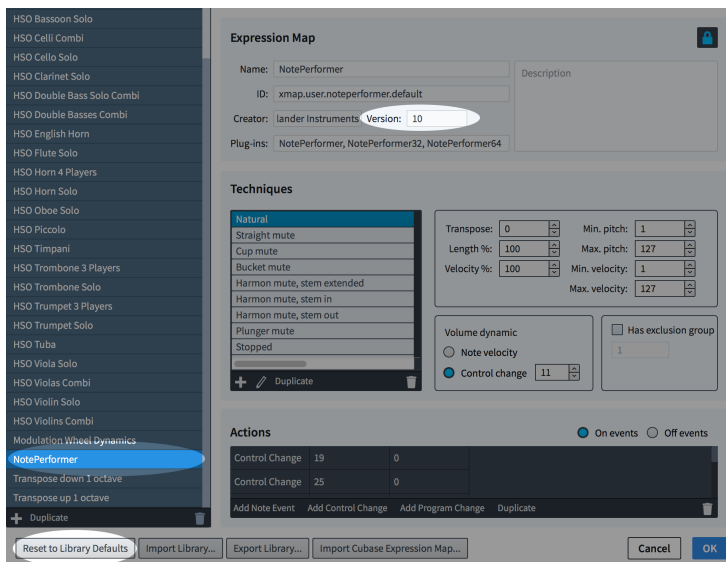
NotePerformer 3.2

Multi-articulation support for Dorico

NotePerformer 3.2 uses a new approach for VST expression maps, which allows us to (finally) support multiple articulations at the same time. Most, but not all, combinations are supported at this point.

Please note that any scores saved with a prior version of NotePerformer will still have the older expression map, because Dorico only updates a score's expression maps when you explicitly ask it to do so.

To update an existing score to a more recent NotePerformer expression map, please follow this procedure:

1. Open the Play > Expression Maps... dialog.

2. Locate the "NotePerformer" expression map and select it.

3. Click "Reset to Library Defaults".

4. Make sure the expression map's version now says "12" (or higher).

Fixed issue with HP Preferences in German Finale

NotePerformer 3.1 would not install the appropriate Human Playback Preferences unless a folder existed which was only created by English Finale. The problem was resolved.

Fixed more Sibelius issues with jazz accents

Jazz accents would still perform on the wrong notes, under certain circumstances such as when using mutes. The problem was resolved.

Automatic repair of built-in Human Playback Preferences errors

The built-in preferences (Default Prefs) for Human Playback in Finale unfortunately contains a number of unstable preference settings which may negatively impact playback in general.

This includes custom text switches for e.g. "sul tasto", "détaché" and "staccato" which are not device-dependent, meaning they will generate key switches for other instruments than intended for. For example, the switches for "GPO 5: 1st Violin Section" will produce erroneous key-switch note events for the Garritan Stradivari Violin.

Not only may these key switches produce unwanted low-pitched notes (rumble) sustaining throughout your score, but more importantly they will also collapse playback of any other articulations in your score for the duration of those articulations. For example, any score containing a violin staff with the technique "sul tasto" will suffer from not being able to trigger *any other articulations*, including basic ones such as slurs or staccato, until the sul tasto is explicitly ended by an "ord." or "nat.".

In order to resolve these general issues with playback, NotePerformer 3.2 will automatically repair your built-in Human Playback Preferences by deselecting playback for the erroneous Human Playback entries in Default Prefs.

These preferences can easily be re-selected from the Human Playback Preferences dialog if you wish to uninstall NotePerformer in the future. However, you should be aware that they may have an adverse effect on playback also using the built-in sounds in Finale.

Added mapping for "Ride Cymbal 2" in Finale

Our NotePerformer "Drum set" map previously lacked mapping for the "Ride Cymbal 2" sound/notehead in Finale.

Less glide for legato vocals

Vocal sounds (choirs, soloists) now have a less pronounced glide between legato notes.

Fixed bug in Dorico with prolonged notes at the end of a slur

The last note of a slur, when followed by a rest, could previously be sustained longer than intended. The problem only happened with NotePerformer in Dorico, and has now been resolved.

Fixed bug affecting mixer overrides (Finale & Dorico)

Any instrument using a MIDI bank higher than 0 (such as choir altos) would previously not stay overridden. Whenever playback was initiated or stopped, they would reset to their original instrument. The bug was resolved.

Fixed bug with pizzicato triggering (Finale & Dorico)

Previously, pizzicato wouldn't be properly triggered within a "con sordino". The bug was fixed.

Fixed bug with fast repeats during "let ring"

The NotePerformer 3.1 fix where staccato notes were no longer being choked while being subject to the sustain pedal also had an unwanted side effect: Note stealing no longer operated as expected with the sustain pedal depressed.

This could cause unwanted buildups of notes and CPU issues during fast tremolos with percussion instruments, when notated "let ring" in Sibelius, or using pedal lines in Sibelius or Dorico.

The problem has been fixed with this update.

Fixed bug where installation could fail on macOS Mojave

Under very certain circumstances using macOS Mojave, where the user had explicitly responded "Not allow" on a security prompt presented by macOS Mojave at some point, NotePerformer's installer would fail when installed for the first time.

It happened because the installer wanted to show an informative message box, which is a security breach if it's "Not allowed". The problem was fixed.

Restart is no longer required for Finale users on macOS 10.13+

With macOS 10.13 (High Sierra) or higher, you were previously asked to restart your system (or logout) after installing NotePerformer *for the first time*, or it would not appear in Finale.

Restarting is no longer required, but you can now use NotePerformer also with Finale directly after installation.

The correct VST version number is now displayed in Dorico

In Dorico on PC, NotePerformer's VST version number wasn't automatically updated to reflect your actual NotePerformer version. The issue has been fixed.

Fixed "first note after dynamic" issue

The first note following a dynamic change wouldn't always play the note at the intended dynamic. The reason being that the notation software would send the dynamic change after the note was started.

This problem had been worked around in a previous version of NotePerformer, but that workaround was rendered non-functional by a more recent NotePerformer update.

The problem has now been resolved.

Fixed Sibelius sound set issues

This update incorporates general bug fixes and optimizations with the sound set for Sibelius.

NotePerformer 3.1

Full articulation guide was added, for Sibelius, Finale and Dorico

Please visit noteperformer.com/support, or consult our PDF documentation.

An articulation guide for each notation software has been added to our support guide, showing how to access various NotePerformer articulations in your notation software, when applicable.

Improved note-shortening algorithms

New intelligence algorithms were added for improved determination of what notes to shorten, and by what amount, and to what effect.

Improved onset behavior of slurred passages

New intelligence algorithms were added for determining and altering the onset of legato phrases. Slurred phrases, which could previously start very abruptly and unnaturally, may now be introduced more gently if the musical context supports it.

Improved choir legato transitions

The portamento between slurred choir notes has been tweaked, in order to be not quite as overwhelming.

Improved classical guitar tuning

The tuning of guitars in NotePerformer 3 wasn't always within acceptable range. This has been improved upon.

Increased range of available orchestral tunings

When using MIDI CC #102 for orchestral tuning in NotePerformer (altering tuning by a number of cents, which is 1/100 of a semitone) the range wasn't large enough to cover certain tunings such as 415 Hz.

In NotePerformer 3.1, MIDI CC #102 is still operational but the alternative method is to use MIDI CC #109 instead, which alters by a number of Hz rather than a number of cents. Using this controller, the range goes from 377 Hz to 503 Hz.

Our Manuscript Plug-In for Sibelius, which automatically generates this MIDI message for orchestral tuning, has been updated to use MIDI CC #109 instead, allowing a greater range of tunings to choose from.

Support for additional note accents in Sibelius

In Sibelius, the "plus" accent can now be used to produce a stopped horn sound, as an alternative to writing *mute* in the score. The plus accent also mutes other brass instruments. Also, the "snap" accent in Sibelius now produces a snap sound for strings, as an alternative to explicitly writing *snap pizz* in the score.

Fixed "ghost notes" issues, produced by slurs in Dorico

In Dorico, slurred transitions would occasionally produce "ghost notes" or jitters during the note transition. The problem was caused by irregular note overlaps for legato notes, due to note timing humanisation in Dorico, which in turn offset NotePerformer's legato algorithms. The problem has been resolved.

Fixed "very fast notes" bug in Sibelius

In Sibelius, in some situations, very fast notes with strings could produce unwanted artifacts. For example when notating very fast trills as slashes between two notes. The problem has been resolved.

Guitar FX plug-in for Sibelius, and CC #103 control for Finale/Dorico

In Sibelius, rather than using technique text for effects (e.g. "chorus") you may now use our "Guitar Effects MIDI" plug-in instead, and select your combination of effects by ticking a few checkboxes. The benefit of using our plug-in is that you may readily use multiple guitar effects at the same time, such as chorus+distortion.

The new guitar effects mechanism works similarly to our organ pipe registration plug-in. It generates a special MIDI message in your score, encoding your chosen combination of guitar effects as a single MIDI event.

For Finale and Dorico users, the same functionality may be accessed by adding a MIDI event to the score, manually, on MIDI CC #103. What value the event should have is easily calculated, using our online script which you may find here: noteperformer.com/stops

Fixed timing bug for slurred vs. non-slurred guitar notes

Starting with NotePerformer 3, slurred notes could be drastically out of sync with non-slurred notes. It only affected percussive and plucked instruments, such as guitars and pitched percussion, when used in combination with slurs. This bug has been fixed.

Staccato during MIDI sustain no longer produces a short note

Notes are no longer ended prematurely, when employing staccato or staccatissimo dots with notes during "let ring" or pedal markings. Please note that "let ring" only has a sustaining effect in Sibelius, by default, and that this articulation would have to be accessed through other means in Finale and Dorico.

The reverb slider range was tweaked

The reverb range was previously not very smooth. Achieving a setting with only a small amount of reverb was difficult, because it was cramped into a few single-digit values at the bottom of the range. The range has been altered to make it easier to access a greater range of reverb settings, more easily.

Additionally, increasing the reverb amount previously had the side-effect of also lowering the volume. This problem has been fixed, so that the volume stays consistent throughout the range of reverb settings.

Fixed incorrect order of bass/treble stops in accordion registration

Our Manuscript Plug-In for Sibelius produced incorrect accordion registrations (the *bass* setting produced the *treble* sound, and vice versa). The problem also applied to our online script at noteperformer.com/stops. This problem was been corrected, both online and in our Manuscript Plug-In.

Bowed percussion now dampens by default, unless "let ring"

Bowed percussion sounds in NotePerformer were always designed so that the bowing motion was sustained for the notated duration, and then the instrument was left to ring. Although it's a very common style of playing bowed percussion, it wasn't always asked for.

With NotePerformer 3.1, bowed percussion notes are by default dampened after the notated duration. The previous behavior with ringing notes may be achieved by writing "let ring" or "L.V." into the score. Please note that the *let ring* technique is only available in Sibelius, having the effect of pressing the MIDI sustain pedal.

For Dorico or Finale, please see our online support guide for each respective notation software, on how to produce the appropriate MIDI switch for "let ring" manually.

Fixed bug with clipping notes, when using multiple voices under slurs

When writing for multiple voices under a common slur, where notes did not start or end at the same time in all voices, notes could end prematurely. It happened because NotePerformer would mistake the second voice's note for being a note to slur into. The problem was corrected for.

Instruments can now be overridden from the mixer

In Finale and Dorico, an issue with running NotePerformer was the fact that there is currently no way to override the sound for a staff. In Dorico there's no such functionality, and in Finale, changing the sound from the *Score Manager* did not yield the expected results of also changing the MIDI program for NotePerformer.

To overcome this, you can now override the sound for a MIDI channel, directly in the NotePerformer mixer. This allows you to access all the additional sound patches in NotePerformer, which may not have a natural mapping in Finale or Dorico. Such as the bowed percussion, or switching to the brushes kit in Dorico.

Added swirl sound to the brushes kit

Better late than never.

In Sibelius, the swirl is mapped (by Avid) to note-head #20, when using the *Drum Set (Brushes)* staff.

In Finale, there's the *Snare Drum Brush Stir* sound, when using the *Brushes Drum Set*.

In Dorico, the swirl is mapped by us to the snare drum's "stir" articulation in the drum set's Percussion Map. But there is no "brushes" drum set instrument defined in Dorico, by Steinberg, so this sound must be manually mapped. And you must also override the sound to get the brushes kit, from the mixer.

Two new drum kits, and improvements to existing kits

Two new drum kits were added: a "rock" drum kit and an "electronic" drum kit. The new drum kits must be manually assigned from the mixer (either the Sibelius mixer, or as an instrument override in the NotePerformer mixer in Dorico and Finale).

The existing drum kits were also tweaked.

Added "détaché" articulation

It's now possible to use the détaché articulation with strings. This will make string players keep the bow in touch with the strings at all times, and make the gap between subsequent notes as short as possible.

In Sibelius and Dorico**, this technique is readily triggered by writing "détaché" into the score. The technique is reset by the standard keywords "ord." or "nat.".

In Finale, the technique may be started and stopped manually over MIDI, using:

MIDI CC #24=31 …. MIDI CC #24=0

**In Dorico, *existing scores* may have an older Expression Map, saved with the Dorico project, not containing the détaché technique. In this case you may have to open the Expression Maps dialog, select the "NotePerformer" Expression Map, and press "Reset to Library Defaults".

Added "muted" guitar technique

The mute technique for guitars (e.g. the cross notehead in Sibelius) now automatically resolves to the existing palm-muted guitar sound, which was formerly triggered only by the "pizzicato" technique.

Added "bowed" articulation to the Expression Map in Dorico

For future-proofing, an entry was added for switching to *bowed* playback, for mallet instruments which support this in NotePerformer (glockenspiel, crotales, vibraphone, xylophone, marimba and chimes).

Unfortunately, the "bowed" articulation in Dorico doesn't yet seem to be linked to any score element, so it can't be triggered. The bowed sound may, however, be accessed by overriding the sound from the mixer (see above).

Added and corrected sound mappings for Dorico

Gong and wind chimes entries was added to our orchestral percussion map. Mapping was also corrected for the ride cymbal.

Playback Template mapping for upright bass, recently added to Dorico, was also added.

The Playback Template mapping for alto/tenor/baritone horns was repaired. They previously resolved to the french horn sound.

Added missing *Brushes Drum Set* mapping in Finale

The brushes drum set would previously resolve to GIFF playback, rather than NotePerformer, because our Sound Map was missing this entry. Adding the mapping for Finale's *Brushes Drum Set* fixed this problem.

The mixer's *Reset* button now properly resets all settings

Previously, clicking the *Reset* button in the mixer only reset the assigned MIDI programs. Other settings, such as volume, or solo/mute settings, were preserved. This could result in having hidden staves in the *solo* state, muting all sound from NotePerformer. The problem was fixed, and the factory settings for the mixer are now fully restored when clicking the Reset button.

On Mac, mixing high-DPI and standard-DPI screens is now possible

On Mac, NotePerformer's mixer is no longer distorted when moving the window from a standard-DPI screen to a Retina screen, or vice versa.

On PC, the DPI situation is not very straightforward unfortunately, and still a work-in-progress by Microsoft. Mixing screens with non-matching DPI settings (also known as font-size setting on PC) may have adverse side-effects, e.g. producing a very large or very small mixer GUI on one of the screens.

Fixed "white background" NotePerformer mixer graphics bug

In Finale and Dorico, on some PC systems, the mixer's background graphics would not display correctly, due to an OpenGL driver compatibility issue. Instead, the mixer would turn white. The problem has been fixed.

Fixed "double GUI size" NotePerformer mixer graphics bug

In Finale on OS X 10.10 Yosemite with Retina screens, the NotePerformer mixer graphics was incorrectly scaled to twice its original size, cropping the interface to only show the lower-left corner of the graphics. The problem has been fixed.

Fixed mixer behavior which affected the ability to stop playback

In Finale and Dorico, as a result of NotePerformer redrawing the mixer graphics very smoothly, i.e. at a very high update rate, playback would sometimes refuse to stop, when having the NotePerformer mixer opened. A different strategy was employed, to get the same smoothness of graphics without causing these unwanted side-effects for the notation software.

Improved redrawing rate of level meters in the NotePerformer mixer

In Finale and Dorico, the redrawing rate and latency of the level meters in the NotePerformer mixer could previously suffer in resolution from using a high audio buffer size setting in your notation software. A different strategy was employed, ensuring that the redrawing rate is smooth and the level meters are up-to-date regardless of your buffer size setting.

Fixed blurry graphics on standard-DPI screens

In Finale and Dorico, certain elements in the mixer could display as somewhat blurry, when using a standard-DPI screen. The problem has been corrected for.

Fixed "doit" bug in Sibelius

In Sibelius, "doits" and other jazz accents would not always playback, when combined with accents. Also, sometimes the note *after* would perform the technique. The bug was fixed.

## The NotePerformer mixer now shows a "getting started" guide

In Finale and Dorico, when not setting up NotePerformer correctly, e.g. by adding a NotePerformer plug-in instance manually to Dorico, rather than letting Dorico setup things automatically by applying our *Playback Template* to the score, no sound is produced and the mixer has been shown as empty.

But rather than showing a completely empty NotePerformer mixer, we now display a brief quick start guide along with a link to our documentation PDF on your local hard drive. To avoid the situation of having new users run into a dead end, when setting up NotePerformer for the first time.

Revamped Finale implementation

This version introduces an entirely new way of integrating into Finale, in order to get around the FinaleScript debacle. This entire section deals only with Finale issues, and may be ignored if you are a Sibelius or Dorico user.

Rather than having a separate Human Playback Preferences configuration, NotePerformer will now automatically integrate its settings into the default set, known as "Default Prefs".
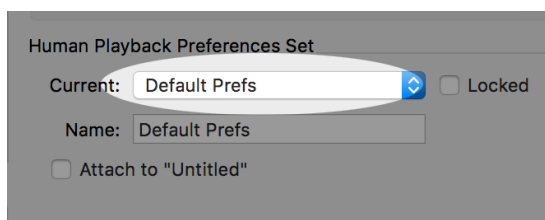

Our software will automatically delete the old preference set, and your scores using the old preference set should automatically fallback to "Default Prefs".

[If you've created your own Human Playback Preferences for NotePerformer, you must manually switch back to Default Prefs.]

What's great about this is that you no longer need to switch to a separate configuration, but NotePerformer's articulations will work out-of-the-box. And you will eventually be able to use NotePerformer side-by-side with Garritan or VDL (in the future, if Finale adds latency compensation so that they synchronize).

NotePerformer also imposes a few minor global playback settings to your "Default Prefs" configuration, but only when it's absolutely necessary. Such as setting "No HP Effect" for Start/Stop time, to ensure that note lengths aren't creatively altered by Finale's Human Playback.
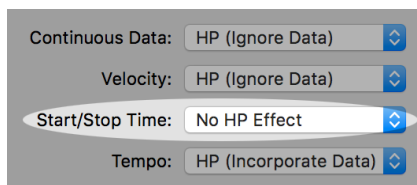
With "No HP Effect" set for Start/Stop time, NotePerformer is able to function without requiring a custom Human Playback Style

NotePerformer previously had to be setup with our "Basic NotePerformer Configuration" Finalescript. But with the "No HP Effect" setting (see above) you can now use NotePerformer with the built-in Playback Styles, such as *Standard*, *Baroque* or *Light Waltz*. Due to the fact that there is no longer any need for the configuration FinaleScript, we've removed that script entirely from this release.

To setup NotePerformer 3.1 in Finale, all you do is basically drag our Sound Map to the top of your *Sound Map Prority* list, which is a global setting, and you're good to go.

If an existing score is assigned to the wrong playback sounds, you simply run "Reassign Playback Sounds". This makes Finale reassign playback sounds based on your current *Sound Map Prority* list.

Regarding FinalesSripts. Anyone familiar with running our previous NotePerformer version in Finale will notice that the list of FinaleScripts has been decimated. The reason being, all those articulations which no longer have a FinaleScript, such as accents, work fine out-of-the-box with NotePerformer 3.1.

The only fundamental articulation which doesn't work is *tenuto*, because Finale doesn't support detection of tenuto. As a workaround, we use a velocity level of 1 to detect it.

If you wish to get playback for tenuto in a score, you can either manually edit the tenuto accent's playback settings to lower the velocity by -127, which is perhaps the quickest way to do it, or you can run our FinaleScript, which does exactly this.

Other articulations which still use a script are the "a2" and "non vib." family of articulations, because Finale doesn't recognize these keywords.

Those who have previously studied our older Human Playback configuration may also notice that we've removed all our custom expressions. Unfortunately we've found that using custom expressions in Finale collapses playback of all other articulations, such as slurs or staccato, so they cannot currently be used. Also, MIDI CC controller values set by a custom expression aren't reset by "ord." or "nat.". If MakeMusic were to update this feature at some point in the future, it would make sense for us to add automatic support for many additional articulations missing from Human Playback. E.g. "non vib.", "a2", "let ring", "bowed", "bucket mute" and "snap pizz.".

But until then, these articulations will only produce the correct sound if you manually override the MIDI playback settings of that *Expression*. E.g. the non-functional "non vib." expression text in Finale can be set to manually trigger the correct MIDI switch for NotePerformer (on a per-score basic) from the playback settings in the Expression Designer in Finale. The full list of interesting MIDI switches for NotePerformer in Finale is included in our online support guide.

Improved support for foreign-language versions of Finale

Foreign-language versions of Finale caused lots of issues for NotePerformer 3. For example, it would not work with German-language Finale, because the folder structure is different meaning the Sound Map would not install. The problem has been fixed.

Both the German and French versions of Finale also require translated FinaleScripts, due to the fact that names of menus and buttons are not the same. Because our FinaleScripts were in English, you were forced to use the English version of Finale in order to use NotePerformer 3.

But with NotePerformer 3.1, you're no longer dependent on FinaleScripts, so this problem has been largely resolved. For the few FinaleScripts which we still provide, we include translated FinaleScripts (German and French) which are automatically installed when detecting a foreign-language version of Finale.

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 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.

NotePerformer 2.0.2

Choir fixes

Multiple bug fixes for choirs, including the strange vibrato (shake) occuring 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 occuring 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/

NotePerformer 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 algoritms 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 NotePerfomer 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.

NotePerformer 1.5

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

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/

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!

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.

NotePerformer 1.4

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 will less separation.

Bug fixes

Various Sound Set (NotePerformer.xml) fixes.

Glitches and clicking loops was fixed.

Glissando improvements

Improved string glissando sound.

NotePerformer 1.3.3

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/

NotePerformer 1.3.1

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.

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.

NotePerformer 1.2.1

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

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

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 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.