

A large, white, stylized cursive letter 'm' is centered on a dark blue background. The letter has a thick, rounded stroke and a decorative flourish at the bottom right.

VERSION HISTORY

NotePerformer 3.2

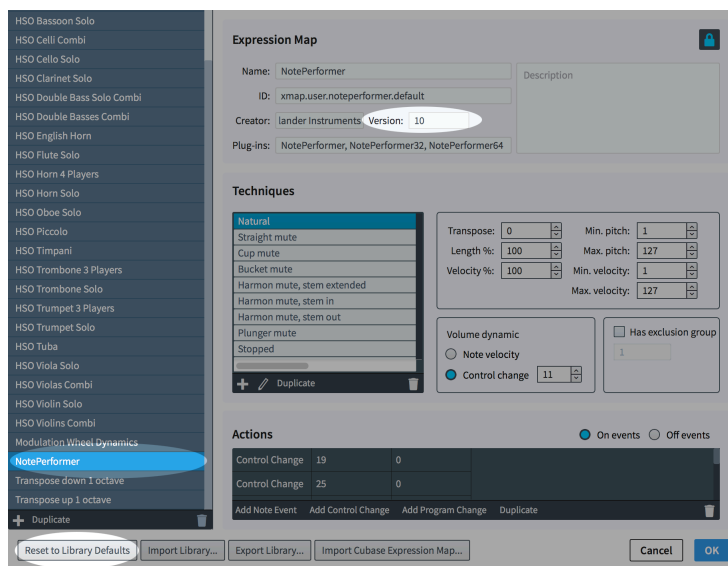
Multi-articulation support for Dorico

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.

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

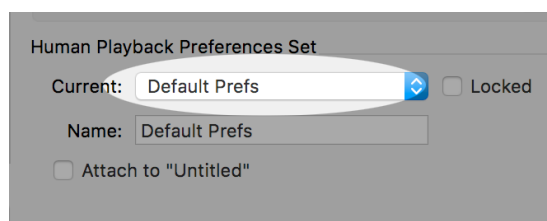
In Finale and Dorico, when not setting up NotePerformer correctly, e.g. by adding a NotePerformer plug-in instance manually to Dorico, rather than letting Dorico setup things automatically by applying our *Playback Template* to the score, no sound is produced and the mixer has been shown as empty.

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”.

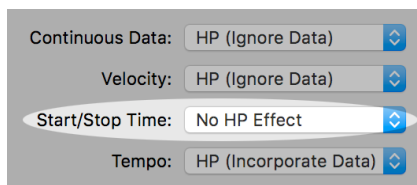


Our software will automatically delete the old preference set, and your scores using the old preference set should automatically fallback to “Default Prefs”.

[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 Priority* 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 Priority* list.

Regarding FinaleScripts. 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 of the synthesized brass and woodwinds instruments, where a faint metallic noise could be heard in the sound. All synthesized instruments were rebuilt from scratch with a more detailed tonal model, which eliminated this issue.

Trill fixes

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

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

“Tenuto always” plug-in for Sibelius

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

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

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

Electric guitar mixer volume fix

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

General improvements in musical interpretation

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

Uninstallers

We now include an automatic uninstaller.

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

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

Signed installers

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

Choir fixes

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

Drum kit sound auto-selection

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

“Let ring” CPU spike fix

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

Piano *ppp* fix

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

Organ dynamics increase

Organ dynamic range was increased somewhat.

General improvements

Various small improvements that don’t affect playback.

Vibrato Speed MIDI CC #106 was added

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

Pop attacks MIDI CC #107 was added

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

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

Sound quality improvements

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

Improved solo strings

Solo strings have been completely reworked. Improved tuning!

Improved legato

More realistic and more distinct legato transitions.

Improved reverb

New and improved reverb and early reflections algorithms.

Greater dynamic range

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

Improved note time/pitch humanization

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

Note-to-note volume is now more even

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

Electric organ sounds were added

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

Rainstick sound was added

Rainstick percussion sound was added.

Strings now defaults to non vib. on the open string

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

Belltree sound was added

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

New recorder sounds

Recorder sounds were replaced with samples instead of synthesis.

Harmonica was added

Harmonica sound was added.

Reduced CPU use

Significant performance optimizations.

Splash screen graphical fixes

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

“Poco vibrato” was added

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

Mutually exclusive percussion sounds were added

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

Pipe organ dynamics added

Pipe organ now responds to dynamic changes.

Doits, shakes and falls timing fixes

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

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

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

Pipe organ registration MIDI CC #103 was added

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

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

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

Vibrato amount MIDI CC #105 was added

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

External MIDI timing improvements

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

Polyphonic harmonics are now supported

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

Minor improvements and fixes

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

Sound/reverb technology changes

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

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

Soloist vs. section member solo strings

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

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

Auto-slurs on trills

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

Auto-fluttertongue on fast tremolo

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

Minor improvements and fixes

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

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

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.

Added bowed pitched percussion

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

Replaced piano sounds

Piano was replaced with new sounds.

Replaced drum kit sounds + brushes added

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

Strings was replaced with new section-building technology.

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

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

Improvements to timing humanization

Improved tuning, and better random pitch algorithms.

Reverb algorithm changes

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

Panning algorithm changes

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

Brass tuning fix

Brass intonation problems have been fixed.

Piano dynamics voice separation

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

Less detachment with longer notes

Long notes are now played with less separation.

Bug fixes

Various Sound Set (NotePerformer.xml) fixes.

Glitches and clicking loops were fixed.

Glissando improvements

Improved string glissando sound.

NotePerformer 1.3.3

June 5, 2014

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

April 24, 2014

Breath noise fixes

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

“Dry” reverb setting fixes

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

Sound quality improvements

Some minor fidelity improvements.

Optimizations

Slightly better optimization, requiring less CPU use.

Critical bug fix, switching playback configurations in Sibelius

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

Critical startup bug fix

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

Note timing bug fixes

Some note timing issues introduced with 1.3.0 has been corrected.

Added user's .log files

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

NotePerformer 1.3

April 8, 2014

Choir sounds were added

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

Wind chimes sounds were added

Added wind chimes (metal bar chimes).

Accordion sounds were added

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

Bandoneon sounds were added

Added bandoneon (left/right hand).

Theremin sounds were added

Added theremin (modern & tube).

New reverb

Completely revamped reverb algorithm (again).

Basic support for jazz articulations

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

General improvements

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

New solo strings.

Solo strings were replaced with new samples.

Multiple solo string sounds

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

Church organ sounds were added

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

Sound quality improvements

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

New reverb

A brand new reverb algorithm.

Optimizations

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

Saxophone bug fixes

Improved expression for saxophones.

New Sound Set for Sibelius

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

Better timing consistency and synchronization

Improved timing between different types of instruments.

Flutter-tongue now supports tremolo slashes

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

Improvements in vibrato execution

More realistic-sounding vibrato shapes.

Guitar pizzicato

Guitar pizzicato technique added.

General percussion sample tweaks

Volume and sound tweaks to unpitched percussion sounds

Background noise reduction

A little less background noise by default.

General improvements

General improvements in sound and performance.

Added Sibelius 7.5 support

Support for the upcoming Sibelius 7.5.

NotePerformer 1.1.3

September 25, 2013

General sound improvements

Overall sound improvements.

Improved strings

Improved strings sound, and behavior.

Reverb fixes

Reverb & room sound improvements.

Crotales transposition bug fix

Crotales now play in the right octave.

General fixes

Miscellaneous fixes and tweaks to individual instruments and notes.

Splash screen bug fixes

Windows splash screen bug fixes.

Installer bug fixes

Windows installer bug fixes.

Windows specifix fixes

Windows XP-specific bug fixes.

NotePerformer 1.1

September 16, 2013

New mixing algorithm

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

Recorder fixes

Updated recorders.

Chimes transposition bug fix

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

Reduced editing latency

Lower audio latency when editing notes.

Reverb changes

More transparent reverb.

User's guide now included with installation

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

Splash screen critical bug fix

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

NotePerformer

September 2, 2013

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.