

## Digital Performer 11.3 Read Me

Thank you for installing Digital Performer 11.3.

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### Complete DP 11 documentation

You can find complete DP 11 documentation (PDF files) in Digital Performer's Help menu. Table of Contents entries, index entries, and cross references are live links that will jump to their destinations. In some cases, you may need to click directly on the page number (rather than the heading).

### Changes and new features

For a comprehensive list of new features, please refer to New Features in Digital Performer 11, available in Digital Performer's Help menu, which provides the page number in the manual for each new feature.

## Enhancements introduced in version 11.3

### Enhancements and optimizations

- Added a feature to resize the track selector in standalone editor windows.
- Added a feature to display and edit Clips in the MIDI Editor and QuickScribe.
- Added a feature that enables docking and undocking QuickScribe tool palettes.
- Added support for per-monitor fractional DPI scaling on Windows, and the ability to force upscaling of older plugin UIs.
- Updated the Set Articulation command to work on multiple tracks.
- Changed the Pack into Clips operation to set the clip's meter to the currently active meter at the start of the clip.
- Changed Insert Measures to split clips in addition to soundbites.
- Improved compatibility with MIDI files coming from EastWest plugins.
- Improved note quantization/placement relative to the mouse cursor in QuickScribe insert mode.
- Prefixed the conductor track item in the window switcher menu with the name of the chunk (song or sequence) containing the conductor track, to reduce ambiguity when editing a song's conductor track in the consolidated window.
- Improved offline BTM speeds at lower buffer sizes.
- Changed the Sound File Information window to now show checkmarks for all selected bites.
- Marked Auto-Align 2 ARA as compatible with DP.
- Added an option to Preferences > MIDI Editing > Double Click to allow double-clicking to have no action in graphic editors.

- Added a preference (Preferences > Edit Windows > Clips in Tracks) to open Clips in Tracks in the MIDI Editor where applicable (when double-clicking to edit a clip from the Sequence Editor and from the Tracks Overview).
- Changed opt/alt clicking a folder disclosure triangle in the chunk list window to now open/close all folders at the same level in the tree, matching the track folder behavior in the Tracks Overview.
- Added the ability to edit Bounce to Disk presets.
- Added support for displaying track names in FabFilter plugins.

## **Fixes**

- Fixed a crash that could occur when edge-editing a soundbite in the Sequence Editor after closing the clip editor if the previously open clip was an audio clip and the clip window's graphic editor was active when it was closed.
- Fixed a bug causing the "Open in MIDI Editor" menu item in the Event List for a Song's conductor track not to open the MIDI editor correctly when the MIDI editor is docked in the Consolidated Window.
- Fixed a QS auto note spelling edge case which could lead notes tied across barlines to be spelled incorrectly.
- Fixed various visual glitches in system dialogs by replacing them with newer Windows system dialog style.
- Fixed a bug causing the popped-out Drum Editor not to update the saved visibility state of the track selector if the project file is saved after toggling the track selector visibility without having closed the DE (previously, this setting was only updated when closing the DE).
- Fixed a bug that could cause opening the track selector in the Mixing Board and Clips Window to trigger a resize that pushes the right edge of the window past the edge of the screen.
- Fixed a bug copying a clip from a track and pasting it into the clips window.
- Fixed a bug that could cause clips in tracks to get omitted in rare cases when playing back multiple clips in sequence.
- Improved moving documents between different Mac computers with identical hardware setups.
- Fixed a bug that could in rare instances cause DP to be unable to read certain project files.
- Fixed a crash that could occur in rare cases when selecting sound bites.
- Fixed a bug causing "Show All Lanes With Data" to show the articulation lane for any track containing MIDI data regardless of whether an articulation map is assigned to the track.
- Fixed a bug causing open effect windows to migrate downward every time the project is saved/reopened when multiple effect windows are open.

- Fixed a bug causing Set Remote Source in the metronome menu not to save the selected MIDI source.
- Fixed a bug causing the Clips window not to update correctly when the active sequence is renamed.
- Fixed Apple Silicon compatibility for AAF export.
- Fixed a bug that could cause DP to hang when performing certain operations in a MIDI clip that is currently playing back in the Clips window.
- Fixed a bug causing Move Selection Start/End to Next/Previous Event to ignore clips.
- Fixed a Mac issue that could cause the Microphone Access message to display the wrong app name.
- Fixed a bug that could cause visual glitches in MAS plugins on certain Windows systems, with text labels rendering in the wrong locations.
- Prevented a crash in MAS plugins that could occur if DP attempts to send too many note-ons without note-offs and exhausts all available voices for too long.
- Fixed a bug that could incorrectly cause V-Rack instrument tracks to get converted to combined VI tracks.
- Fixed a crash that could occur on Windows when importing large WAV files.
- Fixed a bug causing MIDI files with a single tempo event to incorrectly omit this event when imported by dragging into the Chunks window.
- Fixed a bug causing custom dialog box elements on macOS to incorrectly expand to the width of the dialog box.
- Fixed a visual glitch in the Find Tempo from Markers window that occurred in certain themes.
- Fixed a bug dragging audio track events.
- Fixed a crash that occurs when you option drag an audio automation point after deleting the point after it.
- Fixed a bug causing the embedded track selector in the Clips window to hide itself when switching among tabs in the CW if the track selector button is set to always open the edit window's track selector.
- Fixed a crash that could occur when using the "Select Prev/Next Target in Editor" commands to switch the target of the active editor.
- Fixed a bug that could lead to duplicate track strips in the Clips window.
- Fixed a crash that could occur on Windows when bouncing to disk if the buffer size when the project opened was greater than 2048, but was subsequently changed from the control panel to a size  $\leq$  2048.
- Fixed a visual glitch in the memory cycle and auto-record strips on Windows that could occur when the colored region has no definite

ending time (such as with Auto-Rewind enabled).

- Fixed a bug making selections and dragging events in the Sequence Editor with beat quantizing.
- Worked around a CoreAudio bug that would cause DP to Emergency Stop when opening Audio MIDI Setup while audio is playing. Audio may still glitch briefly but should continue.
- Fixed a rare crash that could occur upon reopening a project that was saved with certain windows active.
- Fixed a bug that could cause pop-editing markers not to work.
- Fixed a bug that could cause some windows (such as the Find Tempo from Locked Markers window) to open up with visual glitches when the UI is scaled > 100%.
- Fixed a crash that could occur when changing projects after loading in a clipping file containing a new-style Instrument track.
- Fixed a visual glitch that could occur when dragging MIDI notes in a graphic editor and auto scrolling.
- Fixed a bug causing the Solo Exempt checkmark in the Sequence Editor's track mini-menu to always display as checked on instrument tracks, regardless of the actual status.
- Fixed a crash when attempting to display Film Cues Only in QuickScribe.
- Fixed a bug causing the pop editing text box in the Effect Chooser window to be positioned incorrectly when the UI is scaled up.
- Fixed a bug that could cause copy/paste editing of inserts in the Mixing Board with the right-click shortcuts to respond inconsistently if the slot is not already selected prior to opening the right-click context menu.
- Prevented a crash that could occur when switching between chunks containing certain types of invalid data.
- Fixed erratic crashing that could occur after pop editing mixer values, most often in the narrow view with send knobs.
- Fixed a bug causing the Split Notes dialog not to correctly update the keyboard note selection when using a MIDI controller to enter specific notes.
- Worked around a compatibility issue with Spitfire plugins that could cause sustained notes to get cut off when running in pre-gen mode.
- Fixed a bug causing group editing of volume and pan automation to not update correctly for combined VIs in groups with audio tracks.
- Fixed a leak that could lead to instability after playing back an ARA-enabled soundbite.
- Fixed a crash that could occur while starting DP if a known ARA effect fails to load for outside reasons, such as a missing iLok authorization.
- Fixed an ARA bug that caused Auto-Align and Auto-Align Post not to restore correctly when a document is opened.

- Fixed some issues related to importing track clippings containing combined VI track data.
- Fixed a crash on quit that could sometimes occur after importing a clipping containing combined VI track data.
- Fixed a bug causing the Mixing Board not to open up at the correct width when opening outside of the consolidated window with a selection of tracks when the UI is scaled above 100%.
- Fixed a bug causing the tab width of the MIDI Editor in the consolidated window not to update when the master track is changed from the track selector.
- Fixed a bug causing the QS window to shrink the size of the score view when opening a score for the first time with the track selector open, with a previously saved default position that was defined while the track selector was closed.
- Fixed a crash that could occur after deleting a chunk when the Scale Time window is open.
- Fixed a visual glitch in the Chunk list header when inside of a folder, which could cause the folder title to display incorrectly when using a list font scale setting that has been increased above the default.
- Fixed a bug causing clippings to lose their file extensions after being renamed from within the Clippings window itself.
- Fixed a few inconsistent behaviors when using the "Open in QuickScribe Editor" command while QuickScribe is already open. These behaviors could result in the score failing to update its layout to match the selected tracks, or cause the standalone editor window to unnecessarily reset its position when opening a selection of tracks.
- Fixed a bug that could cause the MCU Single Fader automation toggles to not respond immediately on Windows when the control surface is first initialized.
- Allowed projects with corrupted undo history to still load into DP (but without their undo history).
- Fixed a bug causing all tracks other than the conductor track to get a stronger highlight than the conductor track during marquee selection.
- Removed the "Stop Asking" option when attempting to insert obsolete MIDI events, and clarified the messaging in the pop-up warning dialog.
- Fixed a bug causing pop-editing a marker using opt/alt+click in the Tracks Overview to select the time range for the marker.
- Fixed a bug where changing tabs from the soundbite list window to the Sound File Information window would fail to show information for the selected soundbite.
- Fixed a bug in the Sound File Information window where selecting multiple soundbites from multiple files would only show the selected soundbites from one file, instead of every selected

soundbite.

- Fixed a bug where removing a soundbite or using the undo command would update the Sound File Information window incorrectly in certain situations.
- Fixed a bug where clicking on something other than a soundbite would clear the sound file information window in certain situations.
- Fixed a bug in the Sound File Information window where selecting multiple bites from the same file would show that sound file's information incorrectly or not at all.
- Fixed a rare crash that could occur when opening a document.
- Fixed a visual glitch where Clip Editor would draw as unfocused even when it had the focus.
- Prevented a potential crash that can result from corrupted QuickScribe data.
- Fixed a crash that could occur in certain VST3 or ARA plugins after changing the buffer size. This fixes a crash with Auto-Align 2 when increasing the buffer size.
- Fixed an issue for third-party plugin developers that would cause an assertion failure in VST3 plugins built with the JUCE framework.
- Fixed a bug that could cause certain articulations to export incorrectly to MusicXML.
- Fixed a bug where the Sound File Information window would clear after changing tabs or being reopened.
- Fixed a bug where clicking outside the soundbite or sound file selection popup in the Sound File Information window would clear the selection, instead of retaining the current selection.
- Fixed an issue where bounce to disk would cause midi destinations to lose their protocol settings.
- Fixed an issue where offline bounce would not send per note events to the destination.
- Fixed a bug that could cause bounce issues with record-armed MOTU VIs containing MPE data.
- Fixed an error when trying to set Polysynth, Proton, Model12, and Bassline to their default preset on Windows.
- Fixed a bug causing the initial settings for BassLine and PolySynth not to match the actual "Default" sound patch.
- Fixed a typo in the PolySynth oscillator labels.
- Fixed a bug causing the MIDI track destination menu for console controls not to populate correctly when editing an existing control.
- Fixed a bug where dragging a chunk into the chunk window while it was displaying a chunk folder would exit the folder display and fail to move the chunk into the folder.
- Fixed a bug that could cause the selection info pane to become out of sync with the current selection when multiple editor windows are open simultaneously.
- Fixed a display bug where per-note data displayed on top of a

note in the ME wouldn't update when that data was edited in the CC lane.

- Fixed a potential crash relating to automatic beat detection in new soundbites.
- Added optimizations to improve loading speed when opening and closing projects and adding a large number of VI tracks.
- Fixed a ARA compatibility issue with Melodyne 5.3 that could result in audio dropouts when merging long soundbites that use Melodyne as the ARA effect.
- Optimized drag animation when lots of notes are being edge edited in the ME.
- Fixed a crash that could occur when undoing after cutting and pasting from multiple clips at once.
- Fixed a "bad variant access" error that could occur when double-clicking to edit console assignments to insert parameters.
- Fixed a bug causing the Mac menu bar to not activate without double-clicking on macOS Sonoma.
- Fixed a bug causing a Control + Click on a selected chunk to pop-edit instead of showing the context menu.
- Fixed a crash that could occur when attempting to delete combined VI tracks that have previously been added to a track group during the current session.
- Fixed a bug on Mac that could cause the window switch menu to either fail to load or load incorrectly when multiple tracks with identical names are present in the current sequence.
- Fixed a crash that could occur when navigating up and down in the Clips window by using the arrow keys if doing so for the first time in a project without previously having selected a clip.
- Fixed a bug that could result in hangs in QS when paging through extremely long scores.
- Fixed a bug that could cause the Tracks Overview's track selector button to get out of sync with the presence of the track selector window when multiple editors are open in the consolidated window.
- Fixed a Windows bug that could leave the bundles window in a state where it draws partially black when first opened with the UI scaled up.
- Fixed a bug that could occasionally lead to UI slowdowns when the mouse is left in place after clicking while a help tag is displayed.
- Tweaked macOS menus to use default system font and fix alignment issues in Sonoma.
- Fixed a EUCON issue that would cause VCA spill groups to get out of sync with DP when showing/hiding member tracks of a VCA group. Groups will now update on the surface when showing/hiding tracks, but may require the user to close and reopen the spill group on the control surface to fully update.

- Fixed a crash that could occur when dragging MIDI files into the SE.
- Fixed a bug causing the Cursor Info pane in the Information Bar not to load correctly when opening QS for the first time in a session.
- Fixed a bug that would result in the alphanumeric and kana keys on the Japanese keyboard inserting blank characters when pressed in certain text input fields in DP.
- Improved the performance of the MIDI Quantize "Randomize" setting.
- Fixed a memory allocation bug on macOS that could result in undefined behavior and potential crashes.
- Fixed a crash that could occur when deleting a chunk while the movie window is open.
  - Fixed a bug that could cause VST2 plugins to initialize with the wrong speaker channel configuration, and potentially result in unexpected or incorrect behavior.
  - Fixed some bugs that could result in erratic behavior in the Scale Time dialog.

## **Enhancements introduced in version 11.23**

### **Fixes**

- Fixed a bug causing the Mac menu bar to not activate without double-clicking on macOS Sonoma.
- Fixed a bug causing the titlebar height to appear incorrect on certain windows in macOS Sonoma.
- Fixed a menu bar text alignment bug in macOS Sonoma.

## **Enhancements introduced in version 11.22**

### **Enhancements and optimizations**

- Improved the channel assignment mechanism for hardware i/o and instrument side-chains.
- Improved the opening speed of QuickScribe with large scores.
- Added a Rosetta Mode indicator to the DP splash screen which only displays when running in Rosetta on Apple Silicon.
- Minor optimizations to EUCON communication flow.
- Improved compatibility with MIDI files from Cubase.
- Removed the "Toggle Full Screen" command from Windows, where it's not applicable.

### **Fixes**

- Fixed a bug causing instrument insert automation parameter names not to display correctly in the Sequence Editor strip menu.



- Fixed a bug that would incorrectly report command binding conflicts for certain MIDI bindings.
- Fixed a bug causing "Open in Finder" not to select the files upon opening a Finder window.
- Fixed a bug causing visual glitches in the MIDI editor on Windows when the window is vertically resized.
- Fixed problems reading project files containing certain chunk lengths that are off by 1.
- Fixed cases where the current controller (MB) state would not be saved before duplicating a Mix Take.
- Fixed a bug causing snapshots to generate extra MIDI data on multiple channels.
- Fixed a bug causing vertical text to be truncated and misaligned on macOS 13+ in places such as the bundles window and the Change Velocity window.
- Fixed a crash that could occur when using only an ICON Control Extender without a main unit.
- Fixed a bug causing track ordering to get scrambled when reordering groups of tracks from the Tracks Overview window.
- Fixed a bug causing open effect window positions to migrate down every time the project is saved/reopened.
- Fixed a bug causing the forward-delete key on Mac to get passed to DP while an OS file dialog is open.
- Fixed a bug causing Windows to import tracks in reverse order when dragging sound files from File Explorer.
- Fixed a bug causing tooltips to be misaligned on Windows.
- Fixed a visual glitch causing the waveform to flicker when editing with the slip tool.
- Fixed a EUCON bug causing insert and aux controls not to update correctly after using the control surface to add or edit them.
- Fixed a visual glitch in the mixing board level meters.
- Fixed a slur engraving bug causing slurs to always originate from the first notehead in a group of tied notes, which could occasionally cause undesirable results.
- Fixed a bug causing the QS alternate measure dropdown box not to respect the page scaling factor, which could lead to visual glitches when viewing the arranged score at a custom page scale factor.
- Fixed a bug that could cause crescendo/decrescendo hairpins to be repositioned incorrectly when reinitialized on a grand staff due to a change in line breaking.
- Fixed a bug causing lyric text to be duplicated in MusicXML export.
- Fixed a MusicXML export bug causing chords to duplicate or otherwise export incorrectly on tracks using a grand staff.
- Fixed a bug causing coda and segno symbols not to function correctly.

- Fixed a bug causing double-repeat barlines not to draw correctly in certain configurations in the arranged score view.
- Fixed saving VST3 preset data.
- Fixed a bug causing keyboard scrolling shortcuts not to respond in the MIDI editor.
- Fixed a bug causing the Selection Info window to get stuck in a bad state when first opened in a standalone window.
- Fixed a problem where bundle channels could sometimes slip one notch to the right.
- Fixed a crash that could happen when changing sample rates with the Spectral view showing on soundbites in the Sequence Editor.
- Fixed a longstanding bug causing soundbite lengths to incorrectly be affected by sample rate changes.
- Fixed a bug causing the Custom Time Formats dropdown not to work correctly.
- Fixed a Windows bug causing the Edit Custom Time Formats dialog to not display the selection highlight after editing the name of a custom time format.
- Fixed a bug that could cause MIDI files to export incorrectly for tracks containing notes on channels other than Channel 1.
- Fixed part of the MAS layer for older plug-ins that would cause them to seemingly lose automation during play selection or BTM.
- Made sure the internal connection between the MIDI half of a combined instrument track stays connected to the instrument track's VI.
- Worked around a VST3 dead-lock that could occur when starting a gesture. This was happening in certain UAD plugins.
- Workaround for a macOS bug causing erratic behavior in the Import Audio and Export Selected Soundbites dialogs on macOS 10.14+.
- Worked around a Ventura bug in Core Audio export.
- Fixed a bug that could cause black windows in DP, and potentially other undefined graphical glitches.
- Worked around a macOS bug that could cause visual glitches and distortion when opening a region op window.

## **Enhancements introduced in version 11.21**

### **Enhancements and optimizations**

- Changed Beat based Audio to MIDI to ignore disabled beats.
- Changed default key-binding of "Add Multiple Unassigned Instruments" from cmd-shift-opt-I to cmd-shift-opt-U. It was conflicting with "Add Instruments With Options."
- Tweaked the VST3 validator to pass Arturia plug-ins.

### **Fixes**

- Fixed a crash when setting Polar I/Os.
- Fixed a problem where ARA preview effects were not being installed when duplicating tracks.
- Tweaked the code that removes MIDI tracks from V-racks to avoid a crash.
- Fixed a problem in VST2 and VST3 wrappers where tempo would double if the current meter had 8 as the denominator.
- Fixed a crash that could occur when opening a control surface effect selection list on installs containing effects with long names.
- Fixed a problem where you couldn't use the track assigns dialog on combined instrument tracks.
- Fixed a problem where the display of MIDI inputs on tracks wouldn't update when using the track assigns dialog.
- Fix crash when using scrub tool in waveform editor.

## **Enhancements introduced in version 11.2**

- Added ARA2 support. Apply cutting-edge audio processing to individual soundbites or entire tracks with the very latest ARA2 plug-in technology.

## **Enhancements and optimizations**

- Added ARA2 support. Apply cutting-edge audio processing to individual soundbites or entire tracks with the very latest ARA2 plug-in technology.
- Melodyne 5 Essential™. Now included with Digital Performer 11, Melodyne 5 Essential™ delivers unrivaled, state-of-the-art pitch editing and beat editing to your tracks using Grammy-Award-winning algorithms.
- Audio to MIDI Conversion. The new Copy Audio to MIDI feature (Edit menu) lets you convert pitched audio or drum loops to MIDI notes.
- Tweaked MusicXML export of markers to export as rehearsal markings instead of staff text.
- Recognize "m" as a minor chord in MusicXML chord export.
- Include timed page text in MusicXML export if it's tied to a specific track.
- Added zoom/maximize button to popped-out Clip editor.
- Added the ability to double-click on the Clip Editor title bar to pop in and out of the CW.
- Added an "Auto Triplet Grid" grid mode, same as Auto Grid but subdivides into triplets as you zoom in beyond the largest grid value (which is the same value as Auto Grid would have).
- Updated Windows custom menus to better match visual style of newer versions of Windows.
- Made VST3's that support content scaling display using the main system DPI, to match DP's current DPI-awareness. This improves

the display of VST3 plugins that support scaling but do not automatically detect the system setting.

- Scale cursors based on fractional system scale factor (Windows).
- Improved text positioning in Windows popup alert dialogs.
- Fixed a performance problem with projects containing large numbers of soundbites (slow project opening, copy paste slow).
- Slight change to how we read bite layering. This cut the time to read a large test file with hundreds of thousands of bites in half.
- Improved Komplete Kontrol control surface volume and pan knob responsiveness. This fixes an issue where the fine adjustment mode on the controller was not responding as expected.
- Improved the obsolete MIDI event detection/upgrading alerts. Don't offer to upgrade a whole project automatically if the obsolete data is obviously invalid.
- Updated the OSC documentation for 11.1 version of OSC plugin.
- Changed patch-thru-in-background, patch-thru-style (off, direct, auto-chan) and sync recorded midi to patch-thru to be preferences rather than being saved with the document.
- Changed the sync recorded midi to patch-thru setting to be off by default.

## **Fixes**

- Save old format VST3 effect IDs when saving as old versions on Windows.
- Fixed the way the track list in the Bounce dialog is set up from the selection to work correctly with instrument tracks.
- Tweaked to allow the latest beta of SoundToys plug-ins to work with our VST3 validator.
- Fixed a bug in the VST3 wrapper where we were sending de-normalized params to the plug-in in some cases.
- Changed our handling of VST2 parameters to always send normalized values, even for list-type parameters.
- Removed extra visual padding from error messages that do not contain additional information.
- Fixed a Windows bug that could cause window menus to disappear when resizing editor windows that have been popped out of the consolidated window.
- Tweaked how velocities are mapped when converting audio to MIDI using PureDSP.
- Fixed a crash bug that could happen when switching to the MIDI GE after deleting a MIDI track.
- Fixed a bug that could cause selection to misbehave in the Articulation editor when performing edits with an existing offscreen selection.
- Fixed a bug that could cause articulations to not always show up correctly in the MIDI editor when scrolling to the left.
- Fixed a bug preventing MPE per note events from being recorded

into notes.

- Fixed a bug causing the CC editor in the ME not to restore its state correctly in projects saved with the Articulation editor showing and Show Only the Active Edit Type enabled.
- Fixed a Windows bug causing text labels on automation lane rulers to get cut off.
- Fixed a bug where inserting an automation lane in the SE on a Combined Instrument Track could cause a crash on save.
- Fixed a bug causing the track selection menu in the effect window to default to the MIDI effects section when selecting instrument tracks.
- Fixed a bug causing DP not to read and write mode events correctly.
- Prevent invalid mode streams from being read into DP and causing other parts of the program to break.
- Fixed a MusicXML bug causing metronome markings to export in MusicXML with decimals instead of matching QuickScribe's integer-rounded display.
- Fixed a MusicXML chord export bug causing symbols not to export on measures that do not contain any notes.
- Fixed a MusicXML chord export bug causing certain multi-part symbols to incorrectly export as flat.
- Fixed a MusicXML bug causing small-notehead notes to export at regular size.
- Fixed a MusicXML bug causing display-only notes to play back in export.
- Fixed consolidated rest export in MusicXML export.
- Fixed a bug causing MIDI automation on different channels to not be correctly recorded during automation snapshots.
- Fixed a MusicXML export bug causing invalid chord symbols to be written if entered into DP as lowercase letters.
- Fixed a MusicXML export bug causing chord symbols to always export stacked up at the beginning of the measure.
- Fixed a crash adding a send to a surround track with volume automation.
- Fixed a bug that could cause QS palettes to appear when QS is not open, and address some inconsistencies in QS's management of showing/hiding palettes.
- Fixed reading and writing old marker stream data.
- Fixed writing old mixingboard data.
- Fixed a bug that caused patch change messages to be written incorrectly to SMF.
- Fixed undo-redo of merge soundbites.
- Fixed a bug causing the selection state of the output selector list in the BTM window to disappear when DP is not in the foreground.
- Fixed a Windows bug that could cause the selection state of the list in the Multi Bounce window to not draw correctly after adding a

file to it, or switching to and from another application with the modal dialog open.

- Fixed a Windows bug that could cause the selection state in the outputs list in the BTM window to not draw correctly after toggling the visibility of the output selector pane, or after switching to and from another application with the BTM window open.
- Fixed a bug that caused the QS wiper to misbehave when doing varispeed dragging past the edge of a staff system with the UI scaled up.
- Fixed a bug where recording effect automation into a combined instrument track with "record MIDI in tracks as clips" enabled would wind up at the wrong location.
- Fixed bad color translation for plug-ins wanting to know DP's track colors.
- Fixed color ordering for Console 1.
- Fixed a graphics bug on Windows that was causing glitches when performing certain types of edits (nudges, edge edits) in the MIDI editor, and had the potential to cause other glitches.
- Fixed a longstanding issue causing Proton's UI to use the wrong font on Windows.
- Added code to fix versions of DP projects that had combined instrument tracks in v-racks.
- Fixed a problem where a missing auto-save folder could keep a project from opening.
- Fixed a rare crash-on-quit that could occur on Windows.
- Fixed cases where the VST3 effect name contains the manufacturer name at the end.
- Fixed a handful of pixel-cracking visual glitches on soundbites (comp takes, beat and tempo lines) that could occur at non-integer UI scaling levels while hovering with a tool that draws a tool guide.
- Fixed an old behavior where the tracks overview could only scroll by a limited delta when trying to go to a new time.
- Fixed an issue where an exception could get thrown when opening a project if the Audio Cache folder was missing.
- Fixed a bug causing extra space around QS tool palettes when initialized with UI scaled up (more noticeable on Windows).
- Fixed a bug causing extra space below the Run Command window when first opened with the UI scaled up.
- Fixed a Windows visual glitch that could occur in the Welcome Window at certain combinations of UI scale and system DPI and cause a portion of the bottom of the Welcome Window to be cut off.
- Fixed a bug that can cause pane bounds to get thrown off on Windows when popping in and out of the CW if the window was snapped using OS-level snapping.
- Fixed a bug in the Komplete Kontrol integration causing pan knob updates to not always reflect immediately on the surface.

- Fixed a bug causing the Auto Grid commands not to respond to keyboard shortcuts in the Clip Editor.
- Fixed a crash from the mac video system deleting a null pointer.
- Windows - Fix a visual glitch in the POLAR window labels.
- Worked around a crash in the InfoBarPane code.
- Fixed a bug where non-selected master tracks could have their outputs changed when using the Track Assignments dialog.
- Fixed a hang when quitting.
- Fixed a UI scaling coordinate bug in the Movie window causing right-click context menus to open in the wrong place when the UI is scaled up, and leading to positioning glitches when dragging the Movie window while popped out of the Consolidated Window with the UI scaled up.
- Fixed the default keyboard shortcut for toggling Auto Grid which was previously a duplicate binding that was getting overridden. Toggle Auto Grid is now assigned to Opt/Alt-G, and Toggle Auto Triplet Grid is assigned to Opt/Alt-T.
- Fixed spurious inclusion of combined instrument tracks in bounce-to-disk and audition selection.
- Fixed a longstanding Windows bug causing duration popup menus to not respect system DPI scale, leading them to be incorrectly sized on higher-resolution displays.
- Restored the ability to switch from the pitch layer to the soundbite layer in the SE by clicking on the title bar of a soundbite, regardless of whether "Show Only the Active Edit Type" is enabled.
- Fixed a bug that could cause plugin window positions to not be restored correctly when the UI is scaled up and the window is near the edge of the screen, even if the window is not actually outside of the screen.
- Fixed a bug that could sometimes cause bounce-to-disk to stall.
- Fixed a bug that caused MPE events to not play correctly.
- Fixed a bug causing the cursor to become low resolution when left-edge-editing a soundbite.
- Fixed an infinite loop in Windows event dispatching that could cause DP to become unresponsive to user input during playback when under heavy load.
- Fixed a EUCON bug preventing the ability to select and change effect inserts from the control surface.
- Fixed audio volume and pan automation on combined instrument tracks when playing the selection and bouncing to disk.

## **Enhancements introduced in version 11.11**

### **Enhancements and optimizations**

- Include chord symbols in MusicXML export.

- Improved VST3 support for some Arturia VIs.
- Improved graphics resource efficiency on Windows, for better underlying performance primarily in views with large numbers of level meters.
- Added a minor optimization to speed up opening files with lots of notes and/or lots of clips.

## **Fixes**

- Fixed a bug causing the Assign Colors window to not correctly update track colors on combined Instrument tracks.
- Fixed a bug causing the reshape tool not to work on only selected data in the MIDI editor.
- Fixed a Windows bug causing display issues in QS scores containing chord symbols with stacked suffixes.
- Fixed a bug that prevented the UI for combined VI tracks from updating when during drags across the play state button in the SE.
- Fixed a crash enabling/disabling an audio track in the mixing board.
- Fixed an autoscrolling bug causing MIDI note durations to not immediately follow the mouse while autoscrolling, requiring a user to continuously move the mouse while using autoscroll to extend the note duration past the visible window in graphic editors.
- Fixed a graphical glitch that could occur when autoscrolling to the beginning of the sequence while penciling in MIDI notes in graphic editors.
- Fixed a Windows crash that can occur in the Sequence Editor with projects containing massive numbers of tracks.
- Fixed snapshots of combined instrument tracks to use audio pan and volume rather than CC 7 and 10.
- Fixed a bug that could cause pitch edits in relative mode to incorrectly reset subsequent pitch segments.
- Fixed a subtle bug causing certain right-click contextual submenus (QuickScribe, Soundbites window) to omit the last item.
- Fixed a crash that could occur when pressing enter to apply certain region ops which close their dialog boxes after applying.
- Fixed a crash that could occur when DP receives MIDI that had been controlling a parameter.
- Fixed an issue that could lead to incorrect direct text articulation editing behaviors in QS.
- Fixed a Mac bug that could cause certain non-critical playback glitches to stop playback and show a generic "-50" error.
- Fixed an issue where Articulation Map delay was causing playback to try to rewind before Tick zero.
- Fixed a bug in which dragging midi notes in the Tracks window across conductor track tempo changes would cause confusing results if the time format was set to a realtime type while the ruler



was showing measures.

- Fixed a crash creating groups on combined instrument tracks in the mixing board.
- Removed use of ATSTFontDeactivate in our MAS plug-ins. It can cause a crash on quit and isn't necessary.
- Fixed a bug that could cause CC pan/volume to be sent to VIs from combined instrument tracks without any visible indicator of the "default" value, when using combined VIs with the "send default MIDI vol and pan" automation setup pref enabled.
- Fixed a bug causing nanosampler loop parameters not to update correctly.
- Fixed a bug that could cause Clips window navigation not to work through the control surface API when the Clips window is popped out of the consolidated window.
- Fixed a bug where polytouch events weren't being correctly converted to per note pressure events.
- Fixed a bug where auditioning a note via dragging would play to the wrong channel.
- Fixed a chase-related crash that could occur when editing clip data containing per-note events.
- Fixed a crash importing multiple audio files into DP.
- Fixed some cases where the behavior when adding a slur would not always match the selection correctly, requiring additional re-anchoring afterward.
- Fixed a bug causing the Scale Time dialog to behave erratically after having customized the start time.
- Fixed a crash that could occur on Windows when displaying certain combinations of articulations in QS.
- Fixed a crash that could occur when deleting tracks.
- Fixed a Windows bug that could cause single-clicking on chord symbols to incorrectly reset their position on the page.

## **Enhancements introduced in version 11.1**

### **Enhancements and optimizations**

- Instrument tracks can now contain MIDI events directly.
- QuickScribe: slur tool, text articulation tool, graphical selection/deletion of articulations, score-specific page scaling factor.
- Added a new MIDI event type to support intuitive editing of registered controllers (RPNs) and assignable controllers (NRPNs).
- Optimized meter drawing to improve performance during playback, especially on Windows.
- Sped up opening files and switching chunks in projects containing large numbers of audio tracks.
- Various optimizations.
- Improved MCU Single Fader automation mode toggle handling.

Pressing an automation mode toggle now immediately sets the automation mode for the "selected" track, or whatever the last known selected track was (if there's no currently selected track).

- Improved chunk list alignment for better consistency at different list font sizes across Mac and Windows.
- Allow "pick a track" dialogs like the one associated with the "Track Record Enable" command (control-shift-R) to select tracks above 99 with numeric entry.
- Merging tracks by channel will now move data to the instrument track if it's part of the selection.
- Attempt to read incorrectly-written format-1 Standard MIDI files which contain track MIDI in the conductor track instead of a dedicated conductor track. This fixes a behavior where MIDI files from MuseScore would be missing data from the first track.
- View commands for tracks containing soundbites or notes now also check inside of clip events.
- Allow "move audio effect plugin automation with soundbites" to be turned off while keeping "All" selected in the filter pane. This allows quantizing of automation data.
- When using an Articulation with a channel output, all midi events that use channels will be played on that channel instead of just notes.
- Switched edit style for MIDI mute in the sequence editor from "blobs" to "ramp" (like audio mute).

## **Fixes**

- Fixed a Windows bug that would cause certain movies not to play back when started from the beginning.
- Fixed a bug causing repeat markers not to show up on certain track configurations in the QuickScribe Arranged Score view.
- Fixed an issue where users without the MSVC++ 2012 Redistributable may be unable to use the LAME library when exporting audio.
- Fixed a potential bug caching VCA data in the ContinuousDataEditor.
- Fixed a bug where clips would sometimes fail to play if playback started during the clip.
- Fixed a bug causing track fader colors on Launchpad controllers not to reflect on the device until the fader value also changed.
- Fixed a Windows bug causing certain UI elements not to draw correctly immediately after changing the UI scale factor on Windows, unless the window is reopened.
- Fixed a graphical glitch that could occur in the Marker list window with certain font sizes.
- Fixed a Windows issue causing certain text labels to not vertically center themselves correctly.
- Fixed a bug causing chunks and V-Racks to not always match

with the Chunks window order on control surfaces, when in "Show All Tracks" mode.

- Fixed a bug where notes starting outside a clip wouldn't get chased when starting playback inside a clip.
- Fixed a crash that could happen when closing an event list tab in the consolidated window.
- Fixed a bug where file IO would try to get midi parameters from a track automation control target. This fixes an error opening some projects.
- Fixed a crash in the Articulation Map Setup window.
- Fixed a bug in the Automation Snapshot dialog on Windows which incorrectly referenced the "Command" key.
- Fixed a bug where soundbites would disappear when switching mixes with automation snapshot data.
- Fixed a problem where the clippings manager could throw an exception during file opening.
- Fixed some stuck note problems that could occur when muting a track during playback.
- Fixed some rare crash problems related to expanding the set of automation types.
- Prevent sounding notes on a MIDI track from getting cut off when the track is being soloed.
- Fixed a bug where the bank numbers for patch events weren't showing up in the Event List.
- Fixed the tooltips background color to make them readable in Dark mode.
- Fixed MIDI input in the Split Notes region window.
- Fixed a bug in the MCU Single Fader plugin which would cause no tracks to be accessible without one or more tracks selected in DP.
- Removed minor optimizations involving channel usage to work around bugs in CoreAudio that were preventing some combinations of audio hardware from working correctly.
- Fixed a crash that could happen when switching Track Color Palettes in an old project.
- Fixed a DirectWrite-related bug causing certain text labels to draw at the wrong position when first initialized on Windows.
- Fixed crashes related to editing soundbite events.
- Fixed a bug in the Chunks window causing the song select number value to overflow its column at higher list font scale values.
- Fixed a bug where recording notes in overdub would retrigger notes in the track.
- Fixed a crash when showing an instrument track's EQ graph in the Mixing Board.
- Fixed a case where non-selected notes could be played at the start of auditioning.

- Fixed a crash that would occur when receiving invalid midi data.
- Fixed a visual glitch in the selected text rectangle in certain text edit panes on Windows, such as the clip parameters pane.
- Fixed a crash that could occur when duplicating track layouts.
- Fixed an issue that could prevent midi learn and range-trim automation modes from working.
- Fixed a problem where, when stopping, pre-gen automation values would not stay at the current automation point but jump back to a previous value.
- Fixed a bug where muted notes would be played if playback started in the middle of the note.
- Fixed a crash that could occur when reading bad clipping files.
- Fixed a bug that could cause the phrase blocks for MIDI in the tracks overview to not include all track note data.
- Fixed a bug where windows could refer to the wrong chunks when opening a project.
- Fixed a bug where MIDI controllers were duplicated during record.
- Fixed a bug where the reassign continuous data region command wouldn't reassign midi controllers to other midi controllers.
- Fixed a memory leak in QuickScribe.
- Fixed a bug where a video hardware driver throwing exceptions would prevent the movie window mini-menu from functioning.
- Fixed a bug causing longer text articulations to sometimes display repeatedly if one or more empty measures separate a block of notes with the same text articulation, instead of displaying until a change is detected.
- Fixed a bug that could occasionally cause certain articulation editing operations in QuickScribe no longer match to correctly against the articulation map if the user had previously edited the slot to which a note was assigned.
- Fixed a bug where editing conductor track data would cause that data to disappear from the event list.
- Fixed a bug that could cause the Frames counter to read 59:59:xx instead of 1:00:00 when you rewind to the beginning of the sequence.
- Fixed a bug where exporting as a midi file would not include the articulation keyswitches
- Fixed a reference leak in the VST3 support which could trigger a crash on exit in certain VST3 plugins. Fixes NI Kontakt VST3 crash-on-quit.
- Fixed a visual glitch in the Click Defaults pane on Windows.
- Mitigated a precision issue with the QuickScribe cursor that could cause a mismatch between the note insert cursor position and the resulting notes at certain combinations of zoom and UI scale level.
- Fixed a QuickScribe alignment issue causing note stems on beamed stem-up note to not always align precisely at certain zoom levels.

- Fixed a long-standing bug involving the "solo front-most editor" feature.
- Fixed an issue where the Merge by Channel command would try to merge conductor track types.
- Fixed a bug causing MIDI track meters not to display on EUCON surfaces.
- Fixed a bug causing text editing shortcuts not to work in some text panes - addresses an issue where the track selector filter would not allow cut/copy/paste shortcuts in the popped-out QuickScribe window.
- Fixed ramp event density popup in Audio Plug-in prefs.
- Fixed a EUCON bug causing track level meters to behave erratically after changing the output format on an existing track that is currently visible on the control surface.
- Fixed a crash bug that could occasionally occur when opening projects.
- Fixed a bug where midi tracks created with "Add Instrument Track With Options" would not respect the custom midi track color preference.
- Fixed a Windows bug where text rendering objects were being leaked which could lead to a crash. The repro case involved the sequence editor and audio recording.
- Fixed a bug causing accidentals in QuickScribe chord symbols not to show up correctly in the event list.
- Fixed a bug where a midi track's default patch wouldn't be played at start of playback.
- Fixed a bug causing random characters to appear at the beginning of ASIO input and output channels on Windows.
- Fixed a bug that prevented "Switch Staff" in QuickScribe from modifying notes containing per-note data, whether newly recorded or penciled in.
- Fixed "poly" mode on the MIDI Arpeggiator and Echo effects.
- Fixed the rhythm of MIDI Arpeggiator and Echo effects to be more aligned relative to patch-through notes.
- Fixed a crash that could occur when resetting the control panel preferences to defaults.
- Fixed an issue causing certain QuickScribe text and symbol objects to become invisible while dragging on Windows.
- Stop the quantize region op from erasing volume automation from aux and instrument tracks.
- Prevent a bad behavior on Windows where certain types of non-critical errors raised from worker threads would trigger an alert/error dialog that endlessly reopens after being dismissed, blocking the user out of DP and forcing them to manually kill and restart DP. Any such errors will still create an alert dialog, but dismissing the dialog will now allow the user to continue using DP.
- Fixed a subtle threading problem that could cause crashes and

- hangs, especially in high-track-count projects.
- Fixed a bug where updating playback while stopped could crash on Windows in very large projects.
- Fixed a Windows bug causing non-critical scheduler errors to be thrown during playback as a generic "-50" error when the system is bogged down, causing playback to stop unnecessarily.

## **Enhancements introduced in version 11.04**

### **Enhancements and optimizations**

- Optimized file opening and closing speed.
- Optimized chunk paste speed.
- When a chunk is duplicated, now so are its saved times.
- Saved times in one chunk can have the same names as saved times in another chunk, or in the global list.
- Saved times dialogs now come up in the correct location.

### **Fixes**

- Updated EUCON to respond to the new show/hide plugin message. This fixes a bug resulting in inconsistent show/hide plugin UI behavior on EUCON surfaces when opening and closing inserts.
- Fixed an intel optimization bug that was causing a crash in the Auralizer plugin.
- Fixed per-channel delay UI in N-Channel Delay plugin.
- Fixed non-offline (realtime) bounce to disk.
- Fixed a bug in which canceling non-offline bounce to disk would result in transport playing.
- Fixed a crash that could occur after deleting a chunk with saved times.
- Fixed a bug causing the spline tool not to redraw correctly when moving in certain directions relative to the start point.
- Fixed a bug in MusicXML causing notes to export with "XML\_SPACE\_ENCODE" when manually assigned to a non-default articulation slot with no assigned symbols.
- Fixed a bug where only midi channel 1 would be used for calculating the longest note, this was causing issues selecting notes on different channels.
- Fixed crash bug when recording midi.
- Fixed a crash that could occur when selecting a clip in the sequence editor.

## **Enhancements introduced in version 11.03**

### **Enhancements and optimizations**

- SetSelectionToRememberTimes, SetSelectionToMemory and SetSelectionToAutoRecord, only set the selection in already selected tracks, unless there is no selection.
- When the track color is changed, update color sent to Softube plug-ins.
- Improve responsiveness of pan control for Console 1 (VST3)
- Improve timing coming out of count-off.
- Improve audio - video time relationship.
- Added a Transpose Exempt item to the Sequence Editor's Track Settings Menu for MIDI and Audio tracks.
- Improved QuickScribe layout precision and rendering at non-integer zoom levels.
- Optimized updating latency compensation in large projects with complex routing.
- Improved QuickScribe glyph alignment on Windows.
- UI optimizations to improve UI performance during playback, especially on Windows.
- Updated to UVIWorkstation 3.1.3 (supports Apple Silicon natively).

## **Fixes**

- Fixed an issue with the VST3 support for Console 1, where send volume was not displayed correctly.
- Fixed a possible crash in VST3 Console 1 support.
- Fixed a crash due to multiple threads trying to translate midi.
- Fix a Windows bug causing keyboard shortcuts including the Alt key to not respond in certain circumstances when the user presses alt as the first key in the key combination.
- Fixed a bug where selecting multichannel events was inconsistent.
- Fix a crash that could occur with certain configurations of tracks and V-Racks.
- Fixed a hang that could occur when using external video hardware.
- Disabled Metal in macOS 10.13.
- Fixed track index display in Console 1 / VST3.
- Fixed a bug where the 'Show/Hide Articulation Palette' command was always disabled.
- Fixed a Mac-specific bug causing mouse scrolling not to respond in certain HTML-based windows.
- Fixed a bug where changing a note's articulation would not update the event information window.
- Fixed a crash when undoing a split note operation which results in a new track on a track with an articulation map.
- Fixed a bug that could cause large projects to become unresponsive when opening QuickScribe for the first time.
- Updated the offline resources panel to DP11 (previously had a few places where this incorrectly still said DP10).

- Fixed the case where the first beat of countoff click could be late.
- Mitigated a Windows visual glitch where the background of certain progress windows may fail to draw completely at certain UI scale values.
- Fixed a bug where setting the buffer size via the control panel when using an ASIO driver was not working.
- Fixed cases when enabling or disabling pre-gen mode across all tracks (Live Performance Mode, metronome mode, external sync, etc) to also include v-racks.
- Fixed a crash when recording from a custom console after a previous record pass.
- Fixed a Windows bug that could cause certain third-party plugin GUIs to become unresponsive during playback.
- Fixed a bug causing the MCU Single Fader's track pinning to return incorrect tracks in certain project configurations involving nested folders.
- Fixed a bug where peeking at midi note with the translator was incorrectly editing the internal translator data. This fixes the ghost notes bug.
- Fixed a bug where Sound Bites in the Sequence Editor wouldn't listen to the Track Selector event filter.
- Fixed a bug where a bad menu item was added the the Mixing Board mini menu every time the menu was displayed.
- Fixed a bug where dragging clips with grid snapping would make it so that offset clips couldn't be moved to time 0, and where dragging without grid snapping could move clips before time 0.

## **Enhancements introduced in version 11.02**

### **Enhancements and optimizations**

- Added an MCU "single fader" plugin. Useful for iCON Platform Nano, Presonus Faderport, and any other single-channel MCU control surface.

### **Fixes**

- Added an explanatory message when new users are asked to grant DP permission to access the microphone (audio inputs).
- Console 1 (VST3): Bound the values coming from the control surface to avoid wrap-around.
- Disabled invalid score arrangement commands in the QuickScribe contextual menu when the mini-menu disables them.
- Fixed a bug causing POLAR text labels to collide on Windows.
- Fixed a bug causing notes to be selectable by invisible velocity events in the CC editor while in line mode.
- Fixed a bug where notes can get selected via articulations in the midi continuous data pane even if no articulation map is selected



for the track.

- Fixed a bug where retrospective midi record would not work with articulation maps.
- Fixed a bug with scene indexing on the Akai APC family of controllers causing the scene launch buttons not to scroll when the grid is moved.
- Fixed a graphical glitch when switching custom console pages.
- Fixed updating of newly recorded automation types when moving the counter after a record pass.
- Improved chasing of per note events.
- Improved the Eucon open/close plugin behavior.
- Removed ReWire support. ReWire has reached end-of-life and can no longer be supported reliably.

## **Enhancements introduced in version 11.01**

### **Enhancements and optimizations**

- Added a "Fader Height" preference submenu to the mixing board mini-menu for fixing the faders at certain heights, in addition to the new dynamic scaling feature. The "small" setting is equivalent to the pre-DP11 fader height.
- Added a new delay output for Articulations.
- Added support for Console 1 to DP's VST3 hosting.
- Added the Midi Track Protocol Settings window which displays the input/output devices for a single track and the associated protocol settings for those devices
- The Articulation Map Setup window will now remember which folders were expanded last time it was open and also will expand folders to reveal the selected file. Also, the expand/collapse arrows can also be option clicked to expand/collapse all subfolders.
- Updated the LAME export plug-in to work with the latest version of the library, which includes support for Apple Silicon.

### **Fixes**

- Avoid problems in Metal rendering if DP presents the renderer with a zero-dimension view.
- Backup Articulation Maps weren't working properly so just remove them for now.
- Changed pitch nudging in audible mode to not wait around to play the note off.
- Changed the behavior of Change Continuous Data to handle range selections of ramping types in a similar fashion as the reshape tool. Also, insert a point before the selection for chase-forward types to maintain previous value from time zero to selection start.

- Cleared flags field in change meter dialog (shouldn't be selected).
- Don't read saved times from templates.
- DP: Unload all effect dylibs when DP quits (required by NI).
- Fixed "erase selection" to work correctly with soundbites and tempo events.
- Fixed a bug causing a crash when switching DP back to the foreground if it was put in the background with a send knob text editing field currently focused.
- Fixed a bug causing articulation symbols added using an articulation map in a graphic editor not to be editable from the QuickScribe palette.
- Fixed a bug causing certain configurations of text articulations to collide with notes outside of the staff.
- Fixed a bug causing glitchy hairpin dynamics to be created when clicking to switch to DP when from another app when a hairpin dynamics tool is active.
- Fixed a bug causing longer-form articulation text to incorrectly repeat across measure boundaries.
- Fixed a bug causing Smart Quantize not to work.
- Fixed a bug causing text-based articulations not to appear in MusicXML export, and make sure that they similarly do not repeat themselves in MusicXML.
- Fixed a bug causing the sf and sfz symbols not to display correctly in QuickScribe.
- Fixed a bug causing the white key labels to disappear when pitch ruler's "Always display all note names" preference is enabled, if the MIDI editor is popped out of the CW and the track selector is open.
- Fixed a bug where Articulation Map file IO would listen to the pitch mode preference setting causing maps to be read in with invalid pitches.
- Fixed a bug where bounce to disk settings dialogs would get cut-off if DP's UI was scaled up.
- Fixed a bug where DP would freeze when soloing or muting a track with a clip playing, this is also a better fix for a crash that occurred when sending bogus events to certain effects.
- Fixed a bug where holding a note past the record punch out time would cause the note to be ignored.
- Fixed a bug where midi click wasn't working.
- Fixed a bug where starting playback in the middle of a note would not chase the note.
- Fixed a bug where the articulations lane in the sequence editor would only do time range selections.
- Fixed a bug where the Sequence Editor wouldn't pay attention to the View Filter.
- Fixed a bug where the wrong frame-rate was being written to SMFs.

- Fixed a case where unpacking a looped clip might drop a soundbite from the last iteration.
- Fixed a crash bug where deleting a soundbite or bites in the event list would crash if the cursor was over a selected item.
- Fixed a crash opening the Articulation Map Setup Window in Japanese.
- Fixed a crash related to creating new mixes.
- Fixed a crash related to opening a file with a conductor track in a song chunk.
- Fixed a crash that could occur when dragging data out of DP on the Mac.
- Fixed a crash that could occur when renaming a global clipping folder in the finder/explorer, then switching back to DP and attempting to open the clipping window.
- Fixed a crash when opening the Automation Setup Window.
- Fixed a crash when undoing changes made to non time range selected per note events.
- Fixed a display glitch in the 1-high control panel when using the "None More Black" theme on a non-retina display.
- Fixed a display glitch where Articulation names would disappear from the text box in the setup window when selecting a new articulation where the name was much longer or shorter.
- Fixed a longstanding bug causing QuickScribe "small notehead" notes that are displayed to the left of the stem to incorrectly position the noteheads detached on the right of the stem.
- Fixed a longstanding Windows bug causing system dialog windows to position buttons and text incorrectly.
- Fixed a movie playback issue triggered by the combination of an unusual chunk start time and 23.976 frame rate.
- Fixed a problem that was causing NI plug-ins to fail VST3 validation.
- Fixed a spelling error in the Retro Record prefs.
- Fixed an inefficiency in the StrWidthCache. Speeds up the SoundBites window considerably.
- Fixed an issue where when dragging notes in the MIDI GE, toggling the grid snap with a mod key could leave trails.
- Fixed an optimization bug that was causing a crash in some projects.
- Fixed cases where undoing or redoing edits to song elements could crash.
- Fixed click detection on pitch shift algorithm popup in the sequence editor.
- Fixed crash bugs displaying articulation map pitch, controller or patch change output settings when running in Japanese mode.
- Fixed direct-draw problems with Adjust Beats.
- Fixed display glitch with continuous data in tracks assigned to any channel.

- Fixed localization of MAS dialogs on Windows.
- Fixed Merge Chunks to Sequence.
- Fixed MIDI input in text boxes.
- Fixed searching for notes using the event type checkboxes.
- Fixed several drawing problems with the reshape tool.
- Fixed shift-tab when editing in the event list (mac only).
- Fixed some problems with MIDI tracks driven by VCAs. Other VCA related fixes.
- Fixed tabbing across fields in the event list when more than one time format is showing.
- Fixed the GoToMarker window.
- Fixed the keyboard display in Split Notes.
- Fixed value boxes in the Transpose dialog to not deselect when values are entered from a MIDI keyboard.
- Implemented a better workaround for the bug where some movies would not play back from time zero.
- Localized Configure Hardware Driver for German.
- Made it so when you turn off a VCA group, controlled tracks return to their nominal values.
- Made QuickScribe respects the Articulations view filter.
- Optimized operations in tracks with large numbers of bites.
- Optimized priming speed in large projects.
- Possible fix for marker name popup box showing up in the wrong place.
- Potential fix for a crash in MIDIAutomationMediator related to overdubbing Mono Pressure, it looks like this may have been an existing bug that was just undefined behavior before that turned into a crash when more type safety was added.
- Potential fix for a rare but persistent crash in PureDSP.
- Potential fix for a rare crash that occurs when changing the selected Articulation Map on a track.
- Potential fix for another lag issue when changing edit tracks in the MIDI editor while solo mode is enabled.
- Potential fix for Eb20 issue with Articulation Maps, check alternate translations as well when reading in pitches so maps would be compatible with different language versions and if an invalid pitch is read in use the default pitch instead of holding onto an invalid pitch.
- Prevent a crash which can be caused by MIDI data quantizing in certain ways in QuickScribe.
- Trigger latency rebalancing whenever MAS buffer size is changed.
- Use the correct end time when writing selection as Standard MIDI File.
- VST3 Support: Guard against the set of effectInfos being modified while the set is being updated.
- VST3 Support: Unload VST3 dylibs when the wrapper dylib is unloaded (fixes NI crash on quit).

## **New features introduced in Digital Performer 11.0**

### **Nanosampler 2.0**

This major upgrade of DP's nanosampler virtual instrument plug-in adds time stretching, beat slicing and a ground-up rewrite of the UI:

- 3 Playback Modes: Classic, 1-shot, Slice
- ZTX time-stretching
- Settings tab with Envelopes and LFO graphs
- Trigger and Gate playback
- Snap sample start/end, loop start/end and slice start points to minimize clicks
- Sample Gain
- Sample fade-in/out
- Repeat
- Reverse
- Full UI redesign
- Drag and drop improvements
- Support for 32- and 64-bit floating point sound files

### **Articulation Maps**

Articulation maps allow you to dynamically apply variation to the output of a MIDI track using remote triggers that affect the output of the track. For example, you could create an articulation map called Basic Articulations with separate triggers for Legato, Staccato and Marcato, and then expressively switch among them, on the fly, as you record or play the track. You can import or create custom maps for many popular orchestra sound libraries. Articulation symbols appear in the QuickScribe Editor, linked to their articulation map, where they can be further edited and inserted. You can also edit articulations for a track in lanes in the Graphic Editor and QuickScribe Editor.

### **Audio Retrospective Record**

DP11 adds audio to its Retrospective Recording capabilities. Now, DP always listens to both MIDI and audio input sources, capturing everything, even if you're not recording. Like magic, you can immediately recall any audio or MIDI material you've recently played. For both MIDI and audio input, Digital Performer frees your creativity and ensures you'll never lose that precious, fleeting creative moment.

### **Clip Triggering With Novation™ and Akai™ Pad Controllers**

Gain complete hands-on control of DP's extensive Clips window with a pad controller like the Novation™ Launchpad™ Pro mk3 or Akai™ APC-40. Trigger individual clips or entire scenes (sections of songs). Apply filter sweeps and other effects processing as you go: Digital

Performer is now a powerhouse live performance platform that can take your shows wherever you can imagine.

### **Live Performance Mode**

When performing live, you want all effects processing to be done in real time, rather than pre-generated, for instant responsiveness. Live Performance Mode ensures that your computer feels like an extension of your hands.

### **Chunk Folders and Playlists**

DP's unique Chunks feature allows you to create and manage multiple sequences, songs and V-Racks in a single DP project file, from cues for a movie score to set lists for live shows. In DP11, you can now organize your chunks into folders and playlists. Folders are perfect for organizing your chunks, while playlists serve perfectly as set lists for your next live show.

### **Chunks List Split View**

Split the chunk list in two sections for improved chunk list management. For example, you could search for a chunk in one list section and then drag it into a folder or playlist in the other. Managing your chunks has never been easier.

### **Multi-channel MIDI Tracks**

You can now record and play multiple channels of MIDI data in a single track. When setting MIDI track input and output assignments, instead of choosing a specific channel, you can choose 'any.' When you choose any for input, you can record all 16 MIDI channels into the track at once. The channels are stored with the MIDI events in the track. When you choose 'any' in the track's output assignment, the events will be played out on the same channel they were recorded.

### **Enhanced View Filtering**

Show and hide individual MIDI channel data using new 'Channel Selection' section in the Track Selector. Use the 'Event Type Selector' section to show and hide specific event types.

### **Support for MPE and Per-Note CCs**

MIDI Polyphonic Expression (MPE) is here! In DP 11, you can record multi-channel output from an MPE controller — such as a Roli™ Seaboard™ — as regular MIDI notes containing MPE expression data. Instead of a slew of note and controller data splayed across dozens of tracks, you see a single stream of normal MIDI notes that each contain their own note-specific controllers, for easy and intuitive editing. Hide and show the contained per-note controller and pitch-change events in DP's familiar piano roll. Zoom in the note grid for finer detail. Zoom per-note data independently of the notes that contain them. Select a number of

notes and simply drag vertically on their per-note data with the new "Scale" tool to increase or reduce the amount of expression.

### **MPE-enabled virtual synths**

The following virtual synth instruments that are included with DP support MPE: Bassline, Modulo, MX4, Nanosampler 2.0, Polysynth and Proton.

### **Per-note Expression Data Lanes**

Add separate lanes in the Sequence Editor to view and edit per-note MPE expression data with DP's familiar and powerful continuous controller (CC) editing tools. A check box in each lane allows you to easily toggle the lane between track data and per-note data. With zero learning curve, you'll master the editing of per-note expression data.

### **New Scale Tool**

Quickly scale per-note expression data by simply dragging vertically with the new Scale Tool.

### **New Control Surface plug-ins for Native Instruments™ and Icon™**

DP 11 includes new control surface plug-ins for the current Native Instruments™ Komplete Kontrol™ lineup, including the M32, A-Series, and S-Series MK2 controller lines, and the hot new iCON Control™ mixing worksurfaces like the QCon™ Pro G2/EX, Pro X/XS, Platform Nano and Platform M/X series. These state-of-the-art control surfaces empower your DP workflow so you can work faster and more intuitively.

### **Enhanced Avid™ EuCon™ Support**

DP's EuCon plug-in has been substantially updated, including support for the Avid S6™ console. In addition, you can now use your EuCon worksurface with DP running on Windows 10.

### **Enhanced Support for MCU and HUI-compatible Control Surfaces**

A new plug-in called "MCU Compatible" improves support for third-party control surfaces that are Mackie Control Universal-compatible. Substantial improvements have been made to DP's Mackie Control Universal (MCU) and HUI control surface plug-ins, which can be used with any control surface that supports those protocols, including improved automation toggling, scrub modes, send mode, loop toggle and much more.

### **More Control Surface Enhancements**

For all control surfaces that support these features: V-Racks can now be displayed on all control surfaces. New track pinning modes (Pin to Mixer, Pin to Focus Window and All Tracks) significantly improve the way corresponding tracks are displayed in DP and on the control surface, so that you always see the tracks you need. New track indicator lights in the Sequence Editor and Mixing Board show which tracks are currently

active on any control surface.

### **Track and Clip Effects**

Every audio track, MIDI track and clip now has a basic transpose setting that you can use to transpose the content of that track or clip by an interval on playback, leaving the original data unaffected. You can conveniently change the setting at any time. MIDI tracks and clips also have a quantize setting, in addition to transpose.

### **Intelligent Audio Interface Selection**

On macOS, if you haven't yet selected the audio hardware you wish to use with DP, DP finds the best option for you. If you have a MOTU interface, or other professional interface, DP uses it. If not, DP uses whatever input and output devices you have selected in the System Preferences Sound Panel, and will follow your selection there if you change it. Of course, if you do choose an interface from within DP, DP uses it.

### **Clips Window Enhancements**

The new 'Empty Clips Scene' command makes a new scene and fills it with new empty clips. The 'Double Clip Loop' feature doubles the length of the looped portion in a clip and repeats the material to fill the new loop, so you can easily create changes that you hear every other time through the looped material.

### **List Font Scaling**

Now you can resize the text in DP's list windows, independent of the scaling for the rest of the UI. Control three new font size preferences: List, Project Notes and Lyrics.

### **Text Rendering and dialog box scaling on Windows**

Taking advantage of the latest text rendering engine in Windows 10, DP's text appears significantly crisper. Numerous additional text alignment tweaks improve DP's look on Windows. DP now also uses Windows 10's DPI-awareness setting, allowing DP to resize system dialogs and menus appropriately for the size and resolution of your computer screen.

### **Dynamically Resizable Channel Strips**

DP's faders resize when you make the Mixing Board and Channel Strip windows taller (or shorter).

### **Support for macOS Big Sur and Apple silicon Macs**

DP11 is fully qualified for macOS Big Sur (11.x) and the latest generation Apple silicon Macs. DP's audio engine is fully optimized for multi-core performance on Apple silicon, prioritizing audio threads on high-speed cores and reserving CPU bandwidth for critical, time-sensitive processing.



**'Transpose Exclude' option**

A new track setting (column) in the Track List allows you to exclude tracks from the Transpose region command. There are also new commands to turn it on and off.

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We hope you enjoy using Digital Performer 11.3. We welcome your comments and suggestions.

Sincerely,

The Digital Performer Development Team  
[www.motu.com/techsupport](http://www.motu.com/techsupport)  
[www.motu.com/suggestions](http://www.motu.com/suggestions)

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