

Info for ThemesAndSchemes.zip file.

As with any of these files, before you add them or replace something I recommend you make a copy of the existing file in a safe place on your desktop or other location, in case you need to revert to your previous files. Proceed at your own risk, especially if changing the .xml files inside Theme Bundles or changing any of the graphics files at that level.

Adding Themes and changing Theme settings:

Theme Bundles are easily located while inside DP from the Preferences/Display/Themes panel. There is a button near the bottom that says Open Themes Folder (same for Mac and PC). If you want to use any of the Themes that are in this zip file, simply drag them into that folder.

The Digital Performer User Guide, accessible from the Help menu while in DP, on page 83 currently has the instructions for some of what is below. At the moment that part of the manual is not up to date with the recent additions of Memory Cycle Color, Auto Record Color, and Memory Play Color.

You can switch Themes any time by double-clicking their name in the themes list.

Theme adjustments (all themes): You can override the Theme's color for the 7 elements shown.

Anything other than "Use Theme's Color" is global and will NOT change as you select different themes in the upper panel of the window.

To change any item double click the colored square and use your system's (Mac or PC) various color pickers. You can see most changes instantly if a window is visible.

One exception to the above is the Meter Color section. You must click Done for any of the 3 squares (quirk/bug/design?) once you make change.

Notes on the included Theme Bundles:

Always copy the original someplace safe in case you need to revert back to it when things go wrong. You can also create a duplicate in the Theme Bundles folder before you make any edits. Some items are changed by editing the Style.xml file which is inside the .bundle package. Many of the changes I have made have comments next to them, particularly in the MOTUnity™100 bundle. If you type something wrong in this file it can totally quanx the Theme. I suggest only making small changes, one at a time if you want to do this. If you make a change on the currently active Theme while DP is open, you won't see the change until you choose another Theme, then back to your edited version. In addition to the Style.xml file, there are many graphic files inside a Theme Bundle and you can replace or modify any of them. This does not require looking at anything that resembles computer code like above, but file names must remain exactly as they are. Most graphics are stored in 2 sizes (the larger with 2x in its name) because of different display resolutions and potential scaling of the interface.

All my Bundle changes below started with Evan's Theme (Dark Mode v18) which is also in this zip file. Most of his settings for black in the main parts of windows are in the 40s. Numbers from 0 to 255 have all the greyscale values from Black to White. The Counter fields in the Control panel are even darker than 40 when selected in this Theme. You can also use numbers with 3 digits for 24 bit color options rather than just the greyscale value like this - 47:110:152. Each of the 3 numbers can be any value from 0 to 255.

MOTUnity™ 60 - I adjusted many of the black/grey levels from the 40s to 60 in the Style.xml file. You can easily see the difference in Chunks, Tracks, Sequence, & MIDI Windows etc. I made the Counter fields a lighter color when highlighted. At some resolutions I also changed the colors so the Odd and Even numbers in the counter are different colors. In the Mixing Board you can see the 4 fader colors for play, mute, record, & solo in Evan's vs. new custom colors. I also changed the send knob colors to pink. The graphics files for the faders and knobs are included separately in a folder called Glenn's Faders and Knobs:

kVertLevelMeterIconSet_PictID.png
kVertLevelMeterIconSet_PictID@2x.png
kMxdnKnobsIconSet_PictID.png
kMxdnKnobsIconSet_PictID@2x.png

MOTUnity™ 100 - set black/grey levels to 100. Again you can see the change in the same windows as above. I made the Counter fields even lighter than above when highlighted. This also has my changed faders for the Mixing Board as well as a purple color set for the send knobs that is also included separately in the folder called Glenn's Faders and Knobs.

MOTUnity™ Special - similar to MOTUnity™ 60, but with a lighter border highlight, and Superman logo Solo button. Michael Sinshack (TLCF) also created some faders that are transparent like we discussed at some point in the webinar. If a track has its Mute button on, or is muted because another track is soloed, its faders become transparent. The graphics files are also included in the folder called Michael's Transparent Faders.

kVertLevelMeterIconSet_PictID.png
kVertLevelMeterIconSet_PictID@2x.png

MOTUnity™ half & half: MOTUnity™ 60 with a much lighter grey control panel.

Inside the Digital Performer application:

There are some default graphics files inside the application, but again be very careful when changing any of them. The paths where to put the few graphics in this zip file are listed below.

Contents/Resources/DP.icns file - This changes the application icon, not the document icon. On a Mac this would display in the Finder, the Dock, and the Application Switcher.

Contents/Resources/English.lproj/Images

Put these files here to change the image for the startup screen and the About Performer dialog.

kDigitalPerformer_LogoWindow.png
kDigitalPerformer_LogoWindow@2x.png



Track Color Schemes:

I've included the current Track Color Schemes on my computer which you can see in the list below. This has many older and newer Schemes from various DP versions. The document is not easily editable, and it is definitely **NOT** recommended to do so. Individual Schemes are not separate files. If you have Schemes you've already created this will replace them and you'd have to recreate them. Save a copy of your current Schemes to be safe before replacing it with this file. To use these Schemes place them here:

On a Mac:

Users/USERNAME/Library/Preferences/com.motu.DigitalPerformer/

On a Windows computer various DP preferences are stored here:

C:\Users\USERNAME\AppData\Local\MOTU\Digital Performer\Preferences

Various other DP preferences are stored in this same location on both Mac and PC. I've included DP10 and DP11 files that each have 96 MIDI and 96 Audio Tracks so you can see all the track colors at once.

