New Features in Digital Performer 6.02

OVERVIEW

This document provides late-breaking information about new features in Digital Performer 6.02 not covered in the DP6 manuals.

CURRENT SYSTEM REQUIREMENTS

Minimum computer requirements

Digital Performer 6.02 requires a G4 1GHz Power Mac with 1GB RAM running Mac OS X 10.4.7 (Tiger) or higher. A 17-inch monitor (or larger) is recommended.

Computer Recommendations

The minimum recommended system for Digital Performer is a dual-processor G5 Power Mac or any Intel Mac. 2GB of RAM or more is also recommended. The faster the Mac, and the more RAM installed in it, the more responsive Digital Performer is. Scrolling during playback is smoother, the counter updates regularly, and actions that you take with the program are faster —especially during playback.

UNIVERSAL BINARY

This version of Digital Performer is fully compatible with Intel based Mac systems and PowerPC-based G4 and G5 Mac computers.

MAC OS X 10.5 "LEOPARD" COMPATIBILITY

Digital Performer 6.02 is fully compatible with OS X 10.5 "Leopard".

PRO TOOLS | HD SYSTEM REQUIREMENTS

Digital Performer supports DAE version 7.2 or later with the following Digidesign Pro Tools systems:

■ Pro Tools | HD (1, 2 or 3)

■ Pro Tools | HD Accel

As new versions of Pro Tools/DAE are released please check www.motu.com for qualification updates.

USERS OF PREVIOUS VERSIONS OF DIGITAL PERFORMER

Please refer to chapter 10 in the *Digital Performer Getting Started Guide* for information on new features and changes from previous versions of DP.

Additionally, please note that the Digital Performer application is now installed directly into the top level of the Applications folder (not into a folder called *MOTU DP6*). The following items have been moved or removed:

■ The "Clicks" and "Grooves" folders have moved to /Library/Application Support/MOTU/Digital Performer. Move any custom click or groove files from previous versions into these folders.

■ Extras folder:

• Expansion Board Setup.app has been removed. To configure expansion boards for your MIDI devices, go to the Bundles window, select the MIDI Devices tab, and open the device's Properties window to the Patches tab.

• FreeMIDI Converter.app is no longer included. Please use Audio MIDI Setup to configure your virtual studio manually.

• The "Use me to calibrate your audio" project is no longer included (because it is not needed).

GETTING STARTED GUIDE TUTORIAL 3 CORRECTION

On page 103 in the *Getting Started Guide*, step 2 under the "Add a guitar sample loop" section should read:

"Locate the tutorial loop file. It is located inside a 'Loops' folder in the Tutorial 3 project folder. Double-click on the 'Guitar Loop' file to import it."

CHANGES IN DIGITAL PERFORMER 6.02

QUICKSCRIBE ENHANCEMENTS

A number of improvements have been made in the QuickScribe transcription engine, resulting in more accurate and more intuitive notation in the QuickScribe Editor.

Automatic vs. Manual durations

Two new commands have also been added: *Change Selected Notes to Automatic Durations* and *Change Selected Notes to Manual Durations*. These appear under the QuickScribe mini-menu > *Change Selected Notes to* sub-menu, and may also be assigned key bindings.

Using *Change Selected Notes to Manual Durations* is somewhat like quantizing durations in QuickScribe without changing the actual durations in the MIDI data. It means, "Be more precise in how the durations are notated, instead of using durations that make live recorded MIDI data look simpler." Using *Change Selected Notes to Automatic Durations* tells QuickScribe to use durations which may be less precise but produce simpler notation.

CONTROL PANEL PREFERENCES

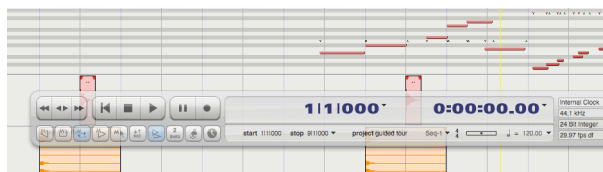The Control Panel now has options to set its transparency and to become a floating window.

Figure 1: The Control Panel floating & transparent.

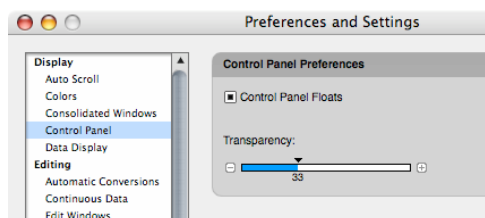These settings are controlled in the new Control Panel preferences pane.

Figure 2: Control Panel preference pane.

AUDIO FILE PREFERENCES

The Audio File preferences have been moved from the Audio Options preferences to their own preferences pane, as shown below in Figure 3:
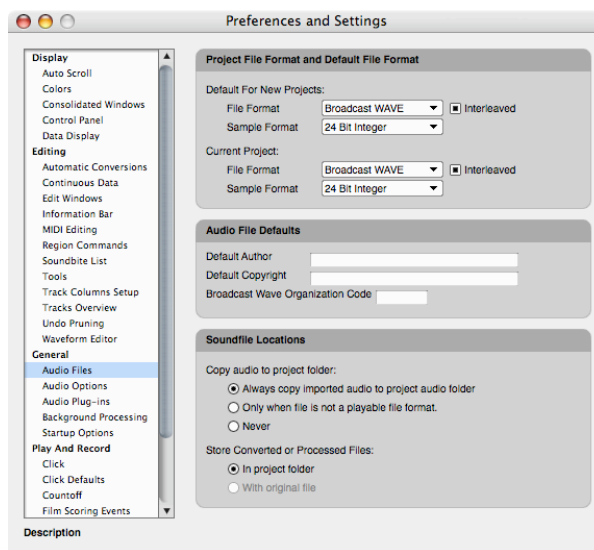

Figure 3: The new Audio file preference pane.

AUDIO RECORDING ERROR PREFERENCE

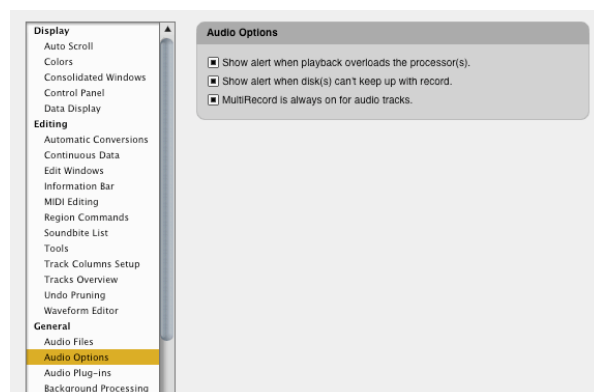A new preference has been added to the Audio Options preference pane:

Figure 4: The new "Show alert when disk(s) can't keep up with record" preference.

Having the dialog gives you more confidence that your record pass was good, even if some CPU spiking occurred.

TRACKS WINDOW DIVIDER

In the Tracks Window, you can now double-click the divider between the Tracks List and the Tracks Overview to hide the Tracks List. Double-click the divider again to restore the divider to its previous position.

SOUNDBITES WINDOW SCROLL BAR

The Soundbites window now has a horizontal scroll bar to improve usability when placed inside the Consolidated Window.

REALTIME HOURS FIELD

The Realtime time format now displays an hours field in addition to minutes, seconds, and fractions of seconds.

VIRTUAL PORT CONNECTIONS FOR CONTROL SURFACES

Digital Performer can now connect to control surfaces via virtual MIDI ports, enabling the use of applications like LC Xmu and iTM MCU.

MARKERS MENU

There is now a Markers menu in the Control Panel, to the right of the auxiliary counter.

Figure 5: The Markes menu

SHORTCUTS WINDOW

The Shortcuts window (Studio menu) provides convenient shortcut buttons for commonly used windows and dialogs.

Figure 6: The Shortcuts window

The size and shape of the window can be changed by dragging the resize thumb in the lower right corner; the buttons will automatically reconfigure themselves to match the new layout.

Figure 7: The Shortcuts window can be resized to different layouts.

To configure which buttons you would like to appear in the Shortcuts window, use the Shortcuts preference pane.
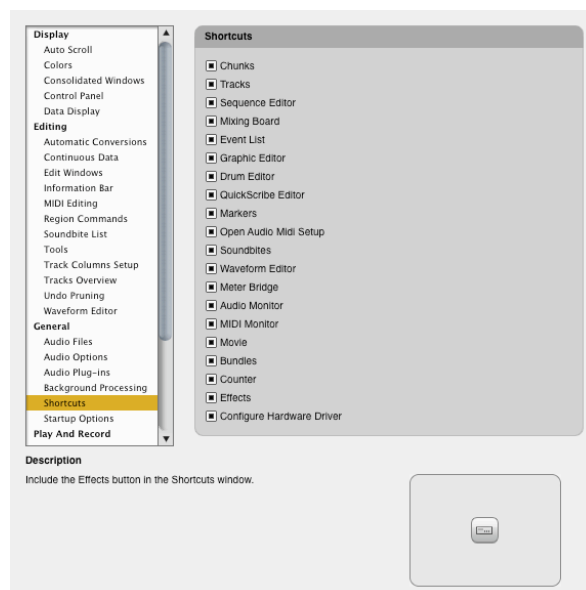
Figure 8: The Shortcuts window preferences

As you mouse over each item in the list, a description appears below along with a picture of what its button looks like.

All major windows have a shortcut button available, with these two exceptions:

■ To open the Configure Studio Settings dialog, option-click the Configure Hardware Driver button.

■ To open the Notation Editor, option-click the QuickScribe Editor button.

FINAL CUT PRO XML IMPORT ALERTS

When importing a Final Cut Pro XML file in DP, you are now warned when media files cannot be imported. This may be for one of three reasons:

■ The path could be incorrect on the host machine, and therefore DP can't find the media file

■ The media file could have an unsupported format (meaning DP can't play it and can't convert it)

■ The media file could be in a format that DP understands, but cannot play natively.

These three conditions are now reported with alerts during the import process, along with information about the offending file. You'll see a warning dialog like the one shown below:

An audio media file cannot be found.

Either the audio file does not exist, or you must edit the pathurl statement for this audio file in the XML import source file so it describes the location of the audio file on your hard disk.

Do you want to continue the import and ignore clips that use this audio file?

Clips: 2
File path: /Users/josh/Desktop/sc Project/Audio Files/Laba Daba Dub (Drums).wav

[Stop Asking]   [Cancel]   [Continue]

Figure 9: The Final Cut Pro XML Import warning dialog.

You can choose one of these options:

■ **Continue:** Ignores the file and continues importing

■ **Stop Asking:** Ignores the file and continues importing, suppressing any future warnings during this import

■ **Cancel:** Cancels the entire import process

COMMAND & KEY BINDING CHANGES

Updated key bindings

The following commands can now be assigned key bindings:

■ Edit menu > Copy to Clipping Window > Copy to *current clipping window*

■ Project menu > Sequences sub-menu items

■ Project menu > Clippings sub-menu items

■ Setup menu > Colors sub-menu items

■ Windows menu > Window Sets sub-menu items

■ Record with Overdub On/Record with Overdub Off commands

■ Add Multiple Similar Tracks (note that this uses the key binding previously associated with the "Select Sample Time Format" command)

■ Song window

Take commands

If there are no record-enabled tracks, commands for dealing with takes — New Take, Delete Take, etc. — now apply to the selected track.

Changes to command names

Some command names in the Commands list have been renamed for more consistency with similar commands. Any key bindings assigned to these commands will be automatically updated —you will not need to reassign any key bindings.

OTHER CHANGES

Additional improvements, optimizations, and refinements can be found in the following areas:

■ **Info Bar / Info Windows:** numerous improvements to the appearance and response of the Information Bar and the Information Windows, with more realtime feedback during some operations.

■ **Sound File Editor:** single-channel editing of multi-channel files; Set Selection Start/End operations.

■ **Track Selector:** master track selection in the Track Selector.

■ **Auto Scroll:** improved response to Auto Scroll suspension by user actions, e.g. clicking in the editor; appearance of the Graphic Editor when using Auto Scroll

■ **QuickScribe:** insertion of notes with the note tools; text entry and editing; responsiveness to changes in QuickScribe preferences; responsiveness to note selection.

■ **MIDI:** when rewinding during passages of dense MIDI data; recording when using Wait for Note; handling of RPN/NRPN controllers that are not received in the expected order.

■ **Conductor Track and Tempo:** default values used when inserting or editing certain events; various interactions with the tempo controls in the Control Panel; various edit actions in the Conductor Track; click when using Wait + Countoff.

■ **Audio:** handling of WAVE and AIFF files with VocAlign; selections within pop-edited soundbites; soundbite merging and export when pitch automation is used; response of selection auditioning; creation of audio volume automation via the Create Continuous Data region op; handling of edit operations on soundbites that have multiple fades; soundbite volume editing.

■ **Mixing and Effects:** appearance of Effects window when using narrow effects; level meters on surround tracks; handling of automation on aux and master fader tracks; recording bypass automation.

■ **Plug-ins:** organization of lists of audio plug-ins (more consistent throughout the application); previewing of Audio Unit region ops; handling of auxiliary outputs from virtual instruments; handling of pre-generated virtual instruments in a number of cases, including when reassigning MIDI tracks, using Bounce to Disk, assignment of patch changes, and when DP is externally synced and using a "live tempo" mode (e.g. Tap Tempo); remapping of MIDI tracks assigned instrument tracks which are renamed; creation of automation with Audio Unit plug-ins; handling of effects which sync to tempo.

■ **Slaving to External Sync:** responsiveness of DP's main transport and the Movie window transport.

■ **Clippings:** handling of global clipping windows' open/closed state when the clipping windows had been closed when another document was open; output mapping when auditioning MIDI clippings that are assigned to a missing virtual instrument.

■ **Commands:** reporting of key binding conflicts involving items not in the Commands list, such as saved searches and window sets; assignment & removal of MIDI bindings in the Commands window; Chunk select commands usage with V-Racks; response of some key commands involving the Tool palette

■ **Preferences:** loading of Soundbite column settings; mouse interactions in the Click Defaults preferences pane.

■ **Graphics:** numerous improvements to the appearance and response of graphics and graphical operations; Audio Performance window size (now more compact and fits comfortably next to the Control Panel).

■ **Import & Export:** OMF import, particularly with crossfades and when handling referenced files which are missing; audio file import; handling of existing file extensions, such as ".mid", when saving a project as a DP document (they are now removed); more protection against illegal filenames (use of \ / ? * < > characters is now restricted); handling of files and folders with read-only access; handling of canceling a Save A Copy As operation; use of the Compact project command when throwing out sound file undo histories; drag-and-drop import and export of Standard MIDI Files.

■ **Performance / Optimization:** audio performance, transport response, and overall application responsiveness, particularly in larger projects; responsiveness of Help tags ("tool tips").

■ **Miscellaneous:** naming of new and copied tracks and sequences (for example, "copy" is not added to the name except when a track/sequence already exists with the same name); dragging of non-contained windows (can now be done by grabbing the gray area between the tabs); use of the Pencil and Reshape Tools' Spline and Random shapes when snapping to grid; groove file navigation in the Groove Quantize window; response of grouped tracks when changing the track size or making time range selections; response of Set Selection Start to Counter command when the wiper is after the current selection end time; use of the Mackie Control Pro can directly via USB (no configuration is needed in Audio MIDI Setup).

CHANGES IN DIGITAL PERFORMER 6.01

CONFIGURING THE INFORMATION WINDOWS AND INFORMATION BAR

The following key modifiers may be used to configure the Information Bar:

■ Option-clicking a circled letter will open the corresponding Information Window in configuration mode.

■ Command-clicking a circled letter will open the Information Bar preferences.

The following key modifier may be used to configure the Information Windows:

■ Clicking a field's enable/disable circle while in configuration mode will enable or disable that field only for the active edit window; this allows you to configure each Information Bar section independently for each edit window. Option-click a field's enable/disable circle to change its configuration for all windows. *Note that the actions for click and option-click are reversed from DP 6.0.*

For more details on configuring the Information Windows and Information Bar, please see pages 308-309 in the *Digital Performer User Guide*.

SELECTION INFORMATION WINDOW

A *Load Selection* button has been added to the Selection Information window. Click the button once to Set Selection to Remembered Times, or double-click the button to Set Selection to Chunk Bounds.
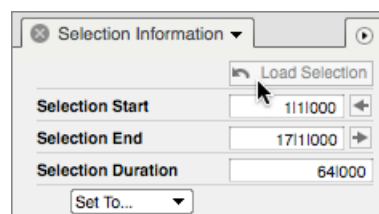

Figure 10: Load Selection button.

As with other Information windows, this button may be added to the Selection Information section of the Info Bar using the Selection Info window's "Configure Info Bar" mode (see above).

TRACK INSPECTOR

A new Information window has been added to the Studio menu: the Track Inspector. This window shows track settings such as color, input, output, play-enable status, record-enable status, and so on. The Track Inspector behaves like other Information windows, updating to focus on the current track at hand.
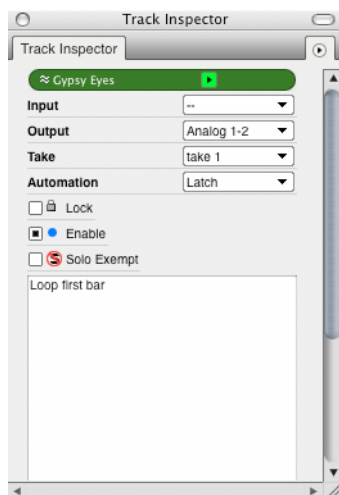

Figure 11: The Track Inspector window.

As with other Information windows, the Track Inspector may be added to the Info Bar using *Preferences > Information Bar*. This allows you to add controls for track play-enable, record-enable, take, automation, and so on in windows that did not previously have them available, such as the QuickScribe Editor. You can configure the Track Inspector section differently in each edit window, if desired (as described above).
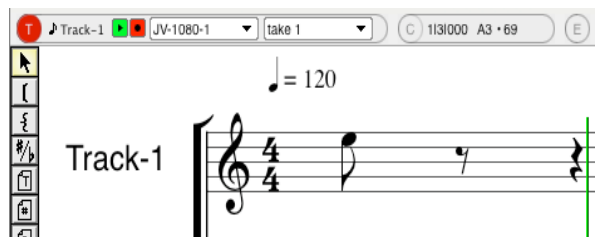

Figure 12: The Track Inspector in the Information Bar.

Additionally, the Track Inspector has a mini-menu option to "Use Small Menus in Info Bar". By default, this item is unchecked and the menus shown in the Track Inspector's Info Bar section are displayed at their full width.
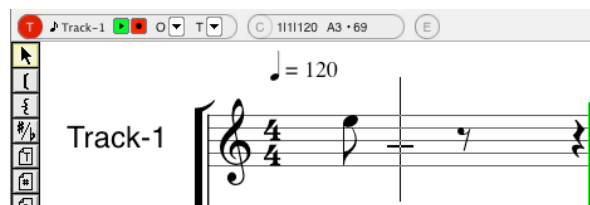

Figure 13: The Track Inspector using small menus

PLUG-IN REAL-TIME PREFERENCES

There are now preferences to specify which plug-ins run in real-time and which ones take advantage of Digital Performer's pre-rendering abilities.

For individual plug-ins, the Effects window mini-menu has two items:
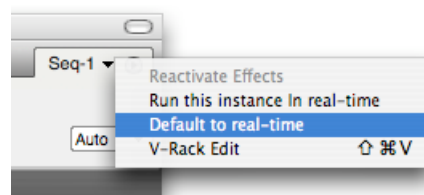

Figure 14: Effects window real-time options

■ *Run this instance in real-time*

Checking or unchecking this item changes the current instance's real-time state. This functions the same as the *Always run in real-time* item in previous versions of DP.

■ *Default to real-time*

Checking or unchecking this item changes the real-time state that new instances of this plug-in will instantiate with. For example, if you would always like MachFive to run in real-time, enable this item; new instances of MachFive will have Run this instance in real-time enabled. You can change the real-time status of any instance, regardless of the default preference.

For project-wide settings, the *Preferences > Audio Plug-ins* pane has a "Plug-in real-time preference" section:
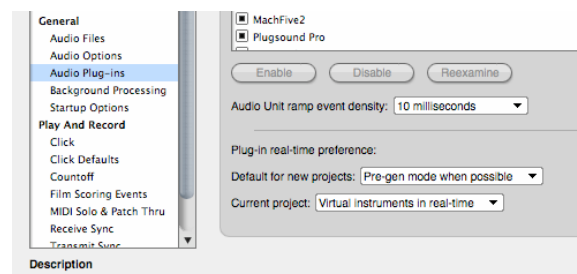

Figure 15: Audio Plug-ins real-time preferences

■ *Pre-gen mode when possible*

This is the default behavior. Plug-ins will pre-render when possible, which includes the following case: the plug-in window is closed and MIDI tracks assigned to virtual instruments are not record-enabled; see page 802 in the *Digital Performer User Guide* for more details.

■ *Virtual instruments in real-time*

Virtual instruments will always run in real-time, regardless of whether instrument plug-in windows are closed or MIDI tracks assigned to virtual instruments are record-enabled.

■ *All plug-ins in real-time*

Both instrument and effect plug-ins always run in real-time.

You can change the project's real-time preferences at any time. Additionally, there is a separate item to specify the default Plug-in real-time preference for new projects.

FINAL CUT PRO XML IMPORT & EXPORT

■ Stereo and surround tracks are now properly preserved when moving between Digital Performer & Final Cut Pro via XML, including when using interleaved audio. Note that the order of output bundle tiles must remain as they are assigned by default to ensure proper channel mapping.

■ DP and Final Cut Pro handle panning of stereo and surround tracks differently, so while pan data on mono tracks is maintained when importing or exporting via Final Cut Pro XML, pan data on stereo or surround tracks is not.

■ DP now exports the setting of the volume fader and pan knob in the Mixing Board in addition to whatever pan automation they might have. Likewise, DP's Final Cut Pro XML Import now sets the volume fader and pan knob in the Mixing Board for imported tracks even when automation is not turned on.

■ Automation is now play-enabled on imported tracks which have more than one keyframe of different values.

■ Volume and pan values are now interpolated when importing volume or pan keyframes which fell outside of the clip boundaries in Final Cut Pro.

■ DP now handles importing "linked" tracks properly as dual mono rather than stereo; note that if you export to XML from DP and re-import into Final Cut Pro, the tracks will be preserved but no longer linked. Additionally, we recommend that you do not "stereo link" clips in FCP that are not truly stereo (i.e., clips that are not the left & right channels of the same file).

■ For proper import in DP, do not mix stereo and mono clips in the same tracks in Final Cut Pro.

■ V-Racks are now ignored when exporting from DP.

COREMIDI PATCH THRU

The CoreMIDI Patch Thru functionality has been absorbed into DP's other Patch Thru abilities. The CoreMIDI Patch Thru preference, previously found under *Preferences > MIDI Solo & Patch Thru*, has been removed.

SNAPSHOT BUTTON

There is now an Automation Snapshot button in the lower left of the Sequence Editor and Mixing Board and next to the Presets menu in the Effects window.
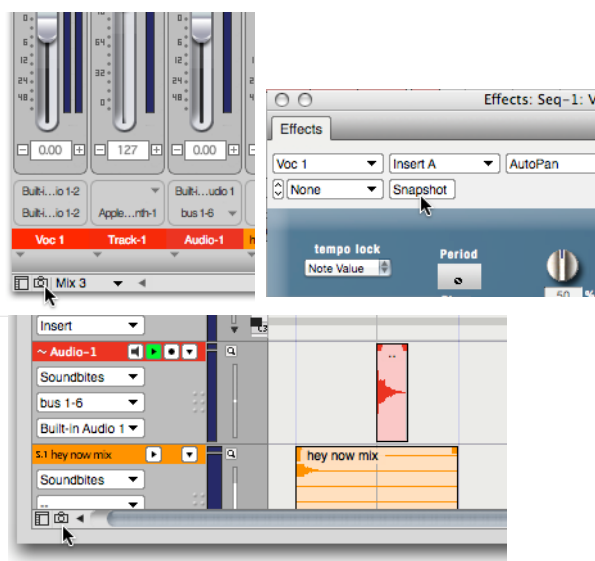

Figure 16: Automation Snapshot button.

CONSOLIDATED WINDOW BODY ROW CLOSE BUTTONS

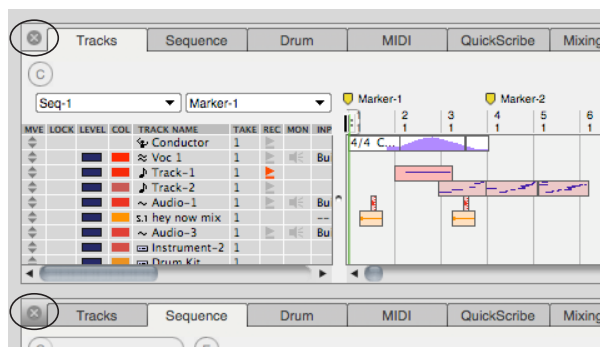When more than one row is open in the Consolidated Window body, close buttons now appear on each row, as shown below:

Figure 17: Consolidated Window body row close buttons.