New Features in DP 10

Digital Performer version 10 introduces the following major enhancements. Page numbers refer to the Digital Performer User Guide unless otherwise noted.

Clips window ........................................page 277
The Clips window is a dynamic, interactive environment for triggering audio and MIDI clips during live performance. You can prepare any number of MIDI and audio clips and then individually trigger them during playback. The Clip Editor lets you view, edit and create clips.

Audio stretch edit layer ...... page 141 & page 669
Both the Sequence Editor and Waveform Editor have a new Stretch edit layer that allows you to grab audio beats and stretch them earlier or later in time to modify their timing.

Beat Detection Engine 2.0 ..........page 657
DP’s Beat Detection Engine has been re-engineered to make beat and tempo operations on rhythmic audio easier than ever.

VCA tracks .........................page 153
Modeled after classic analog consoles, VCA tracks allow you to control the relative level of any number of tracks from a single fader. With complete flexibility, you can control VCA tracks with other VCA tracks, creating nested sub-groups. Mix automation is maintained throughout, even for sub-grouped faders.

VST3 support .................page 876
VST3 plug-ins and virtual instruments are now supported in Digital Performer.

MOTU Instruments soundbank .... Plug-ins Guide
DP10 includes a 5.5 GB library of multi-sample instruments, synths, loops and phrases, including over 300 different instruments, 1100 instrument presets and 500 loops. Categories include acoustic and electronic drum kits, pianos, guitars and basses, along with church organs, electric organs, strings, brass, woodwinds, synths, ethnic instruments, choirs, voices, percussion, sound effects and more. For more

Content Browser ..................page 47
The new Content Browser gives you immediate access to assets that you can quickly drag and drop into your Digital Performer project, such as audio files, loops, plug-ins, virtual instruments and clippings.
information, go to the Help menu in Digital Performer and choose Digital Performer Plug-ins Guide.

**User interface scaling** ................. page 86
You can now scale Digital Performer’s entire user interface, including all windows and text, larger and smaller. This is especially useful on today’s high-resolution Retina displays.

**Run command window** ................. page 97
Type shift-spacebar (or choose Setup menu > Run Command…) to open the Run Command window, which provides a command-line style interface for quick access to commands. Essentially, it’s like Spotlight (in macOS) or Windows Search (in the Start menu) for commands. Several preferences are also provided (page 72).

**Enhanced Quantize** .........................page 580
The Quantize command now offers the option to move MIDI controller data along with its associated MIDI note when it is being quantized. This allows you to preserve the timing between the note and any controller data affecting it. A separate option provides the same functionality for plug-in automation data for soundbites when they are being quantized, or even beats within soundbites.

**Enhanced Groove Quantize** ...............page 587
The Groove Quantize command now offers the same option as above for moving MIDI controller data and audio automation along with its associated MIDI notes and audio beats to help preserve the timing between them.

**Alternate Tool** .......................... page 208
The new Alternate Tool can be chosen in the Control Panel and invoked using the ‘x’ key (or any customized keystroke), allowing you to switch quickly between the main tool and alternate tool without repeated trips to the Tool palette.

**Absolute vs. relative grid snapping** ......page 341
Now, by default, Snap to Grid (in the Snap Information window) snaps data to the absolute time line grid. There is a new Snap Relative check box option that snaps data relative to its original position with respect to the absolute grid.

**Auto Snap to Grid** .........................page 339
Snap to Grid now has two modes: Fixed and Auto. In Fixed mode, you can specify the grid size, as usual. In Auto mode, DP chooses an appropriate grid size based on the zoom level of the edit window you are working in.

**Incremental transport cueing** .......... page 86
In Digital Performer’s main transport controls, the cueing buttons (fast/slow forward and rewind) can now be configured to cue in fixed increments in any time format. For example, you can program the slow forward/rewind buttons to cue by one measure and the fast forward/rewind buttons...
to cue by four measures. You can also cue by any number of beats, ticks, frames and seconds.

Region command presets .................page 569
You can now create and save presets for Region menu commands such as Quantize, Transpose, Change Duration and Split Notes.

Event list "quick" filter ..................page 419
The event list now displays a “quick filter” section at the top of the list to easily hide types of data temporarily.

Effects inserts in the Sequence Editor.....page 370
The Sequence Editor now displays effects inserts in an expandable panel to the right of the track settings panel.

Enhanced track reordering ...............page 168
You can now select multiple tracks in the Track list (even a non-contiguous selection of tracks) and then drag them together as a group up or down in the Track list to move them all to the destination location in one step.

Overdub recording of MIDI CC data ......page 238
When overdub recording MIDI continuous controller data, existing data in the track is now replaced by new data according to the track’s automation mode setting (Touch, Latch, etc.)

Enhanced track data clippings ............page 683
Clippings that consist of track data can be dragged and dropped into the Track List, Track Overview and Sequence Editor. When doing so, you can now simultaneously create new tracks and drop at a specific location on the timeline, in one operation. In addition, any busing between multiple tracks within the clipping is preserved.

Consolidated zoom menus ...............page 317
The zoom menus in the Sequence Editor, Drum Editor, MIDI Editor and Waveform Editor have been consolidated into a single menu item in the main menu bar (View > Zoom).

Enhanced soundbite dragging ............page 373
When dragging soundbites in the Sequence Editor to move them, Digital Performer now displays their complete waveform while dragging to make it easier to align the waveform with surrounding tracks. In addition, a new information tab appears while dragging to convey metrics such as the new position, offset, start time and end time.

New MIDI note display preferences ......page 399
There are several new preferences for the way MIDI notes can be displayed in the Graphic Editor note grid. For example, you can display the MIDI note number and on-velocity bar inside the note.
Canceling while dragging ................page 319
You can now cancel in the middle of a
dragging operation by pressing the escape key.

Cell focus ...............................page 108
When a cell in the Consolidated Window
becomes the focused cell (by clicking its title
bar), it now displays a gray border around the
outside edges of the cell, to more clearly
indicate that the cell has the focus.

Bite Gain fader .......................page 376
When audio tracks are resized vertically in the
Sequence Editor, and expanded far enough,
each soundbite displays its Bite Gain setting
and fader in the bottom left corner.

Playback wiper snaps to grid ........page 219
When you drag the playback wiper, it now
respects grid snapping, if enabled.