

**Finale**

**VDL Template 2009**

## Finale VDL Template 2009

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# Finale/VDL Templates 09

## ReadMe

### What's Inside

Inside you will find three folders. The two folders titled FIN09\_templates contain the Finale 2009 Virtual Drum Line templates. Version 1 is formatted with all Battery Instruments at the top of the score. Version 2 is formatted with Battery Instruments at the bottom of the score. This is the only difference between the versions. They each contain an Outdoor and an Indoor template. Staves and instruments are identical, only the score format is different.

These files are specific to Finale 2009 users and include the Linked Parts capability introduced in Finale 2007. The VDL2.5 Indoor template includes staves for multiple synthesizers, electric guitar and bass. Also included is a staff line at the top of the score for incorporating visual cues, which may be added using hand written comments or the Lyric Tool. Keyboard percussion staves have been set to stay within the 16 MIDI channel parameter. Additional parts may always be added. The VDL2.5 Outdoor template is still the same format as previous templates, now with the inclusion of Linked Parts.

In the Finale Percussion Map Library folder, you will find a copy of the VDL 2.5 Percussion Maps. By copying the Lib file to your Finale folder and Importing the Library, it is now easier than ever to work with scores from other arrangers who may not have the Virtual Drum Line Library. Information on how to import or export libraries can be found in the Finale manual and by searching through the The Write Space forums.

### What's New

All instruments included in the latest Virtual Drum Line 2.5 library now have Percussion Maps. Percussion Maps included with the purchase of Finale 2009 have been removed.

With Finale 2009, the Expression Tool has been changed to make navigation through the tool easier. One important change is the use of Expression Categories. The templates include categories for all of the various VDL sounds. Using Text Expressions, you can now fully utilize Mod Wheel and Key Switch settings. You no longer need to create your own Text Expression.

# Getting Started

## Removing/Adding Staves to the Templates

There are two versions of the Finale/VDL templates in the package. Version 1 of the templates displays the Battery Instruments at the top of the Score, while Version 2 places the Battery at the bottom of the score. As in the Finale 2008 template, each version includes both an Outdoor and Indoor templates. The differences between the Outdoor and Indoor templates are fewer keyboard staves, Rack A is specified as Drum Set, and the inclusion of staves for Synthesizer(s), Electric Guitar, and Bass Guitar for the Indoor template. The Outdoor template remains as it has from previous versions.

Any of the templates can be further customized to fit the needs of the percussion ensemble for which you are writing. The steps needed to remove or add staves to any Finale file can be found in the Finale manual, by using the HELP menu when Finale is open or by consulting the User Forums of the Finale web site. Because it is necessary to specify Percussion Maps for any of the non-pitched instruments included in the VDL Library of sounds, VDL specific steps for Removing/Adding Staves are included here.

## Removing Staves

With your Finale/VDL template open follow these steps to remove a staff and reposition the remainder of the instruments.

1. Select the Staff Tool
2. Click/Drag over the staff or staves to be removed
3. From the Staff Tool Menu Select “Delete Staves and Reposition”

Removing a single staff or multiple staves is a very easy process.

## Adding Staves

Again, with your Finale/VDL template open follow these steps to add a staff or staves to your score.

1. Select the Staff Tool
2. Click/Drag over any staff in the score
3. Note that new staves will be added above the highlighted staff
4. From the Staff Tool Menu Select “New Staves”
5. In the Dialogue Box enter the number of staves you wish to add
6. Click OK

7. The new staves will be added above the originally selected staff in Step 2
8. All Staff Attributes for the new staves can be set by selecting “Edit Staff Attributes” from the Staff Tool Menu
9. The newly added staff/staves will appear in the “Staff Attributes For” drop down menu where they were placed in the Score
10. If you are adding additional pitched percussion instruments (mallets, timpani, etc.) use the attributes for a similar instrument already in your score
11. For additional Battery or Rack Instruments use the following procedure
12. With the “Edit Staff Attributes” window open
13. Click on Notation Style and Select Percussion
14. Click the Select Button next to Percussion
15. Find the Percussion Map for the Instrument you are adding and Select it from the menu
16. Click Select, then OK

You will also need to specify the MIDI Channel on which the new instrument(s) will use for Playback. This is done by going to the MIDI/Audio Menu > Instrument Set Up > Instrument List.

The new instrument(s) will also need to be added to the Kontakt Player 2. This is done through the MIDI/Audio Menu > Instrument Set Up > Audio Units/VST Instrument.

For additional information please check the Finale User Manual and Help Menu.

## **Understanding Expressions in Finale 2009**

In previous versions of Finale, “note expressions” and measure expressions” were assigned and positioned relative to a single note or measure. Measure expressions could be assigned to a single staff or multiple staves using the Score List. With the release of Finale 2009, “note expressions” and “measure expressions” have been combined. The primary difference between the expressions types is now based on their score function. Expressions have now been separated into Categories, each with its own font, position, etc.

The Finale/VDL templates now include additional Expression Categories specifically for the various groups of VDL instruments found in the library. The VDL Expression Categories include Snare, Tenor, Bass, Cymbal Line, Mallets & Timpani, Pit Cymbals, Drums & Gongs, and Rhythm Section. Each VDL Expression Category includes all Mod-Wheel (MW) and Key Switch (KS) expressions for each instrument within the category.

For additional information on assigning and editing expressions in Finale 2009 please consult the Finale User Manual and Help Menu.