

Finale

VDL Template 2012a.1

Readme

Finale VDL Template 2012a.1

May 2012

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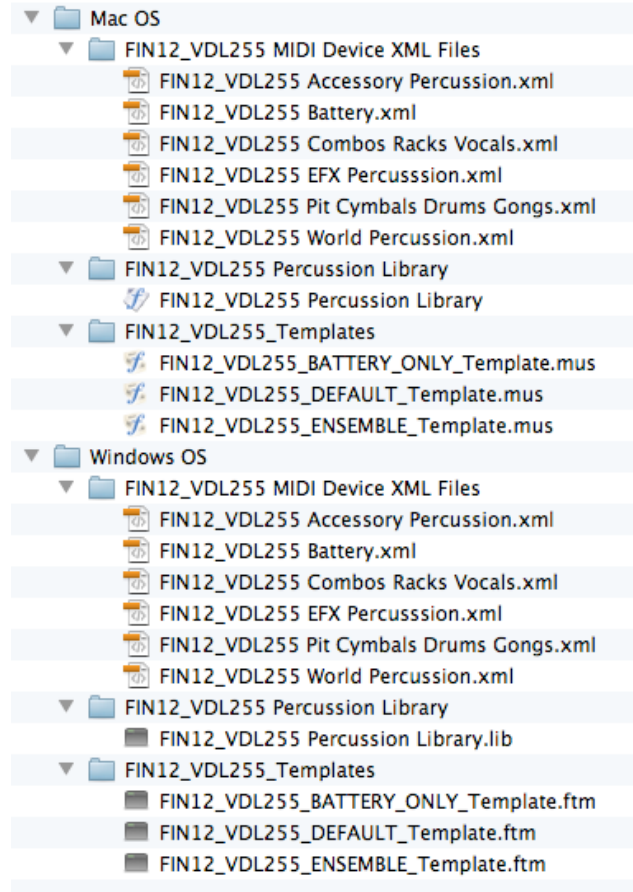
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What's Inside

After downloading and opening the Finale 2012 Virtual Drumline Templates, you will find folders for both the Macintosh and Windows operating systems. Files found in each folder are identical, the differences being some of the file extensions. This section of the Readme explains the basic functions of the files and where to place them so that Finale has access to them.

These files are compatible with Virtual Drumline 2.5.5 or earlier. To use all of the instruments found in these templates you must have Virtual Drumline version 2.5.5



TEMPLATE FILES

The folder titled **FIN12_VDL255_Templates** contains the actual Finale template files. These files are specific to Finale 2012 users and utilize all of the increased functions from previous releases of Finale.

The Template folder includes three Finale template files, Ensemble, Battery Only, and VDL Default. The **Ensemble Template** maintains the format of pre-2009 templates, while adding the new features introduced since Finale 2007. It also includes staves for multiple synthesizers, electric guitar and bass and a staff line at the top of the score for incorporating visual cues. Parts may always be added or removed using the new Score Manager window. The **Battery Only Template** may be used as a starter score, allowing arrangers and composers to meet the needs of any writing assignment. The **VDL Default Template** is designed as a no frills file for the creation of any score using the Virtual Drumline library of sounds.

FIN12 VDL Percussion MIDI Maps Device (XML FILES)

These XML files are an important new addition to the Finale percussion enhancements. When installed, these files add playback functionality to the Percussion Layout file by indicating which MIDI note is assigned to each sound in VDL. These XML files are specific to the **full version** of Virtual Drumline and should not be confused with the “Tapspace Drumline for Finale” file which is included when you first installed Finale 2012.

FIN12_VDL255 PERCUSSION LIBRARY

This file now makes it easier than ever to work with scores from arrangers who may not have Virtual Drumline. **It is important for users to know that this Library file is already loaded into the Templates.** They are included here to ease working with Finale documents from non-VDL users.

The **FIN12_VDL255 Percussion Libraries** file contains the **VDL255_FIN12 Percussion Layouts** and **VDL_FIN12 Text Expressions**. Previous versions of the templates used separate files. This information has been combined into a single document.

The **VDL255_FIN12 Percussion Layouts** were previously named Percussion Maps. With the exception of keyboard instruments and timpani, **all of Virtual Drumline 2.5.5 instruments have been mapped**. You no longer need to create maps from scratch for any of the hundreds of percussion instruments included with Virtual Drumline.

The **VDL255_FIN12 Text Expressions** contains all of the VDL2.5 Text Expressions. Text Expressions provide an easy method for including ModWheel, Keyswitch, and other controller information to your scores without the need to configure them yourself.

Staff Styles are no longer included with the templates. Finale 2012's new **Score Manager** now handles these functions.

Due to how Finale 2012 imports Libraries, Expression Categories you see when opening one of the VDL Template files will not import. As a result, any customized Text Expressions in this library will default to a duplicate category called “Technique Text.” This limitation is worth mentioning.

Installing the Finale2012 VDL Files

To effectively use the Finale 2012 VDL Template files, you must first copy a few files into locations where Finale can properly access them. When you are ready to install, select the folder which matches your operating system, Windows or Mac. Files found in these folders are exactly the same.

With Finale 2012, managing the various folders allows for multiple users on a single computer. It is important to take a moment to review the location where these VDL support files are kept.

When first installed, Finale places all customizable files (files individual users may wish to edit) in a “common” folder. It is referred to as a “common” folder because most items found here are available to all users of the computer. On the Mac it is easily seen when opening the hard drive and on Windows when opening My Computer.

The specific file locations are:

Mac: /Library/Application Support/MakeMusic/Finale 2012

XP: /Documents and Settings/All Users/Application Data/MakeMusic/Finale 2012

Vista/Windows 7: C:\ProgramData\MakeMusic\Finale 2012

Please read the Finale Help guide (Finale Installation Details) or consult the Finale Knowledge Base prior to installing these items.

1. Make a backup

For starters, we recommend you make a backup copy of the template package you downloaded from The Write Score. Place them in a location where all files will remain in tact so you will have quick access to them if needed in the future.

2. Installing the VDL Library

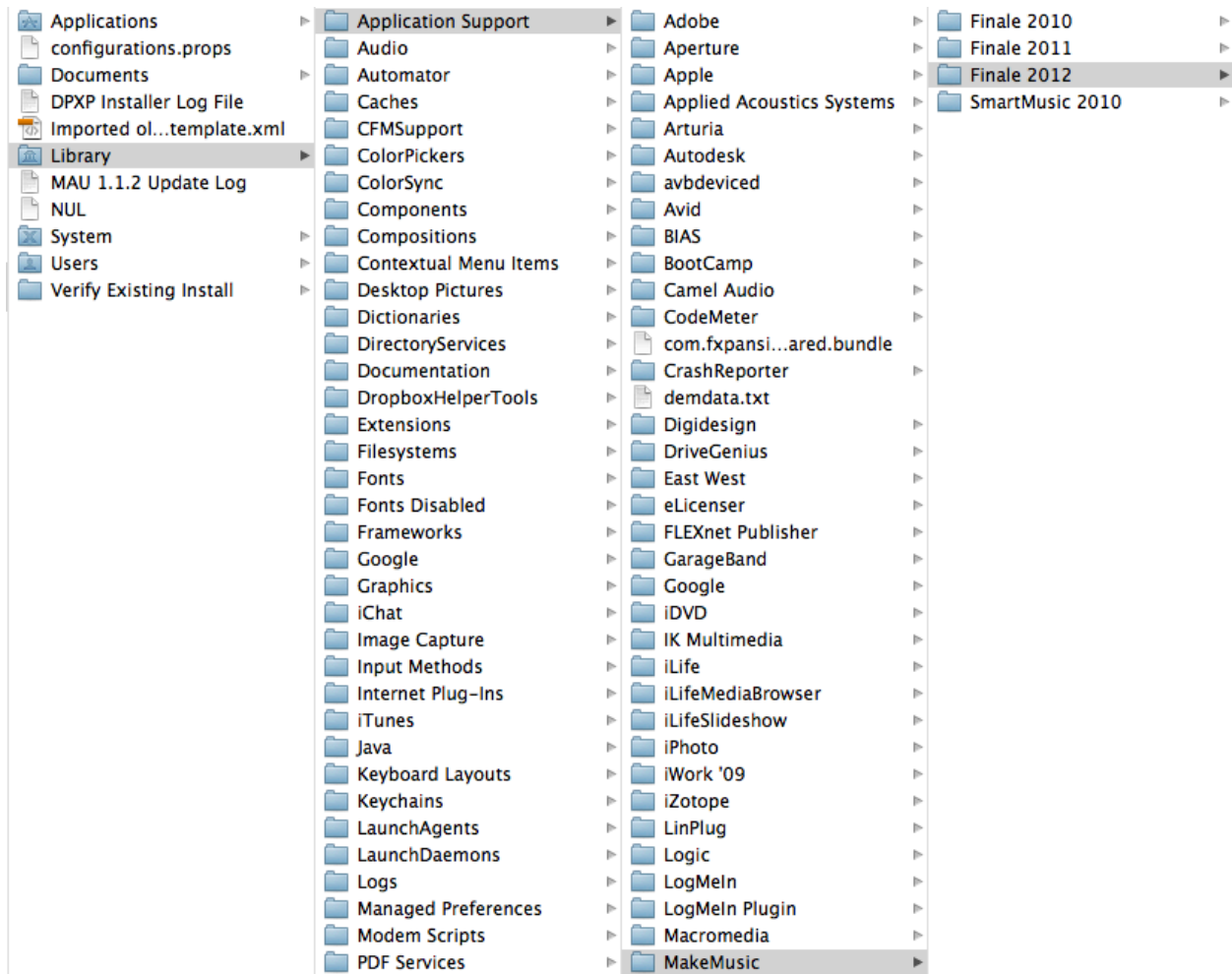
In the folder downloaded from The Write Score, locate the file named **FIN12_VDL255_Percussion Library**. This file is found in the Library File folder.

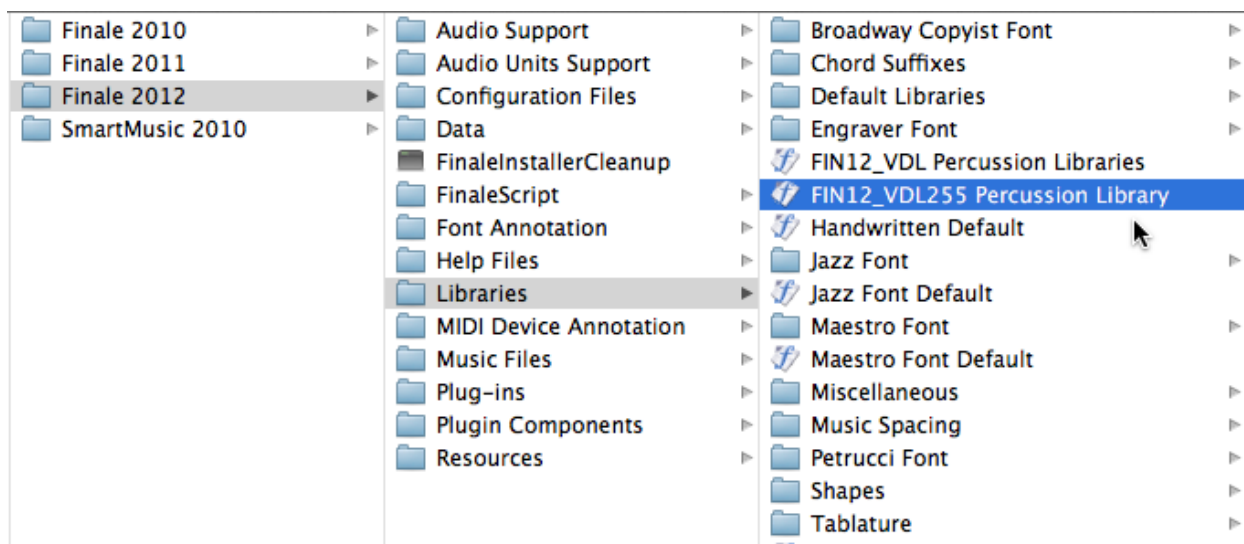
Copy and paste this file to the “common” **Libraries** folder (*“common”/MakeMusic/Finale 2012/Libraries*).

Mac: /Library/Application Support/MakeMusic/Finale 2012/Libraries

XP: /Documents and Settings/All Users/Application Data/MakeMusic/Finale 2012/Libraries

Vista/Windows 7: C:\ProgramData\MakeMusic\Finale 2012\Libraries





Notice that the Library name reflects the update to Virtual Drumline 2.5.5. The only changes to Percussion MIDI Maps, the Percussion Layouts, and Text Expressions are the updates. You may keep previous versions of the Library files to assist in working with older scores or older versions of Virtual Drumline. As with all versions of the Finale/VDL templates, Library files are loaded into the templates.

3. Installing the FIN12 VDL XML Files

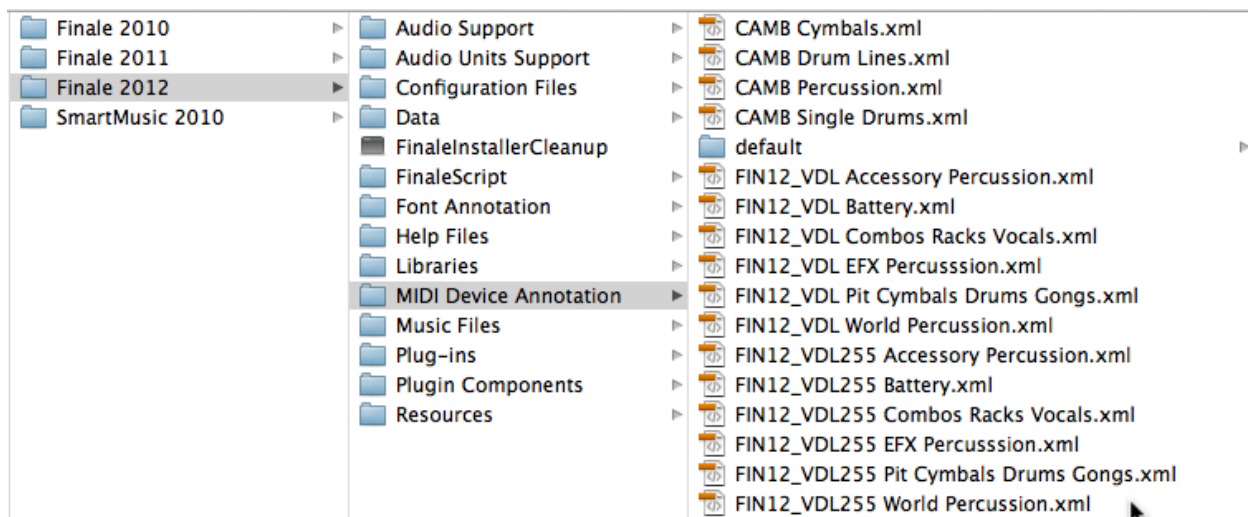
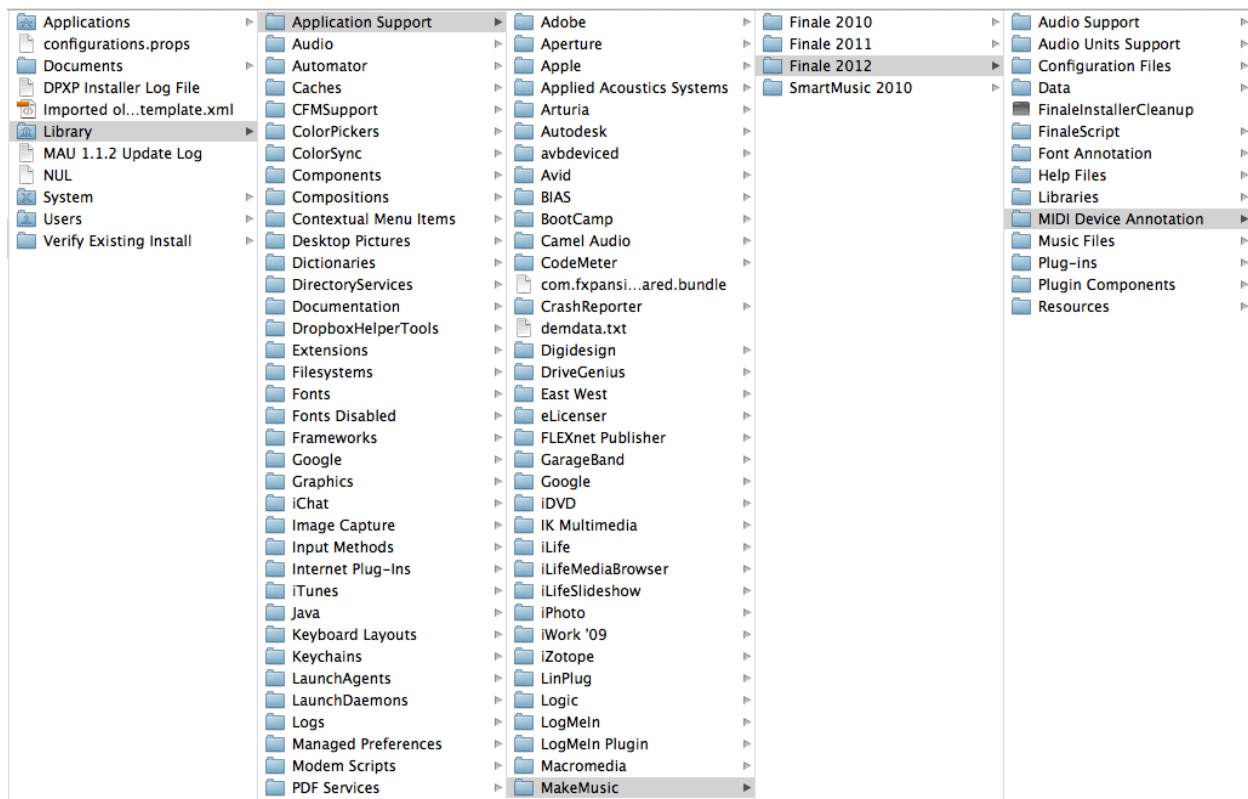
In the folder downloaded from The Write Score, locate the folder called **FIN12_VDL2.5.5 MIDI Device XML Files**. In this folder you'll find six .xml files.

Copy and paste all of these files to the "common" **MIDI Device Annotation** folder (*"common"/MakeMusic/Finale 2012/MIDI Device Annotation*).

Mac: /Library/Application Support/MakeMusic/Finale 2012/MIDI Device Annotation

XP: /Documents and Settings/All Users/Application Data/MakeMusic/Finale 2012/MIDI Device Annotation

Vista/Windows 7: C:\ProgramData\MakeMusic\Finale 2012\MIDI Device Annotation



Notice that the XML file names reflect the update to Virtual Drumline 2.5.5. The only changes to Percussion MIDI Maps are the updates. You may keep previous versions of the XML files to assist in working with older scores or older versions of Virtual Drumline.

4. Installing the Templates

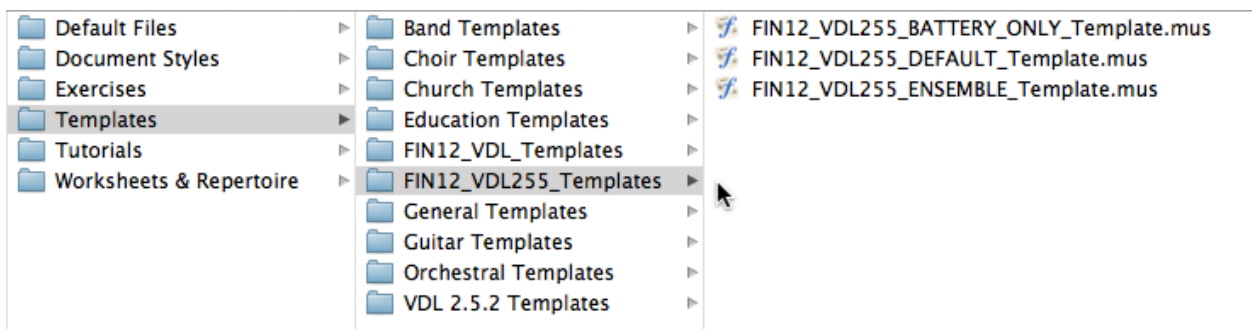
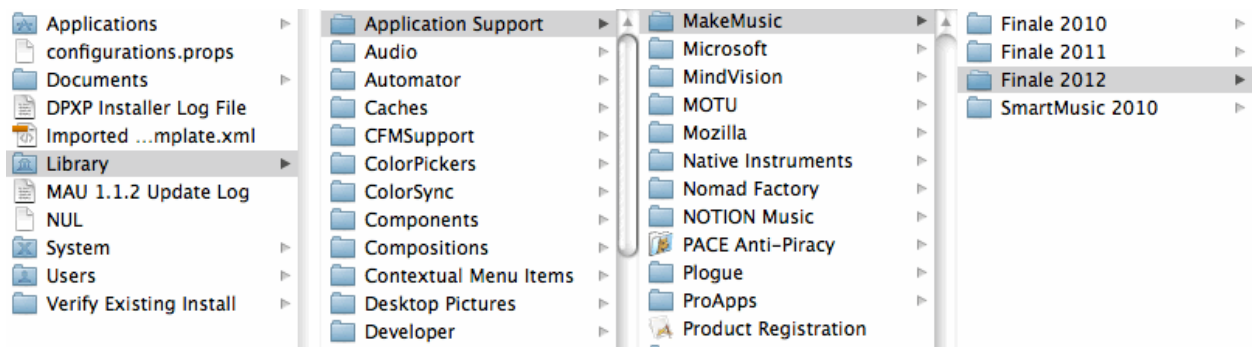
In the folder downloaded from The Write Score, locate the folder called **FIN12_VDL2.5.5 Templates**. This folder contains the three VDL/Finale template files.

Copy and paste this **folder** to the “common’ **Templates** folder (***“common”/MakeMusic/Finale 2012/Music Files/Templates***).

Mac: /Library/Application Support/MakeMusic/Finale 2012/Music Files/Templates

XP: /Documents and Settings/All Users/Application Data/MakeMusic/Finale 2012/Music Files/Templates

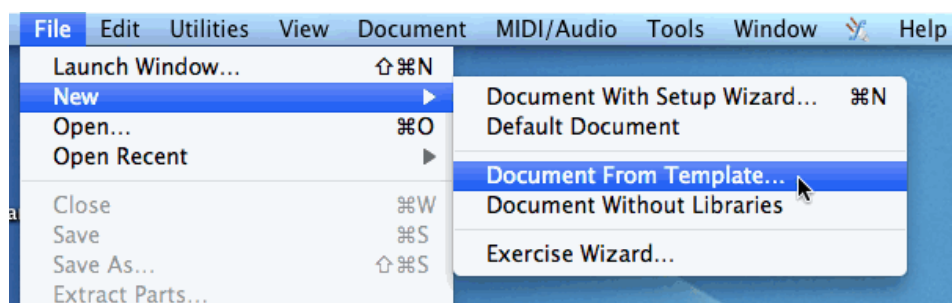
Vista/Windows 7: C:\ProgramData\MakeMusic\Finale 2012\Music Files\Templates



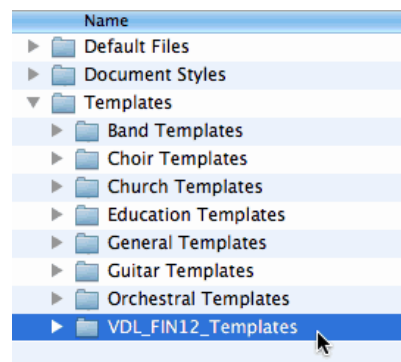
Working with Finale Template Files

While template files are not new to Finale 2012, using templates to their best advantage may be helpful to many Virtual Drumline users, especially users new to the world of notation software and Finale.

Early in the installation process, you copied the VDL Templates folder to the common Finale Templates folder. This does several things to help you when using Finale and these templates. First, it saves the files in a single standard place. Users will not need to remember where the blank template files are located every time they wish to begin a new work. Second, by saving them in this Finale location, Finale treats the templates as though they are pages in a note pad. Every time you begin a new file, Finale will 'tear off' a blank score for you to use. Leaving the original template file untouched, ready for use on another day.



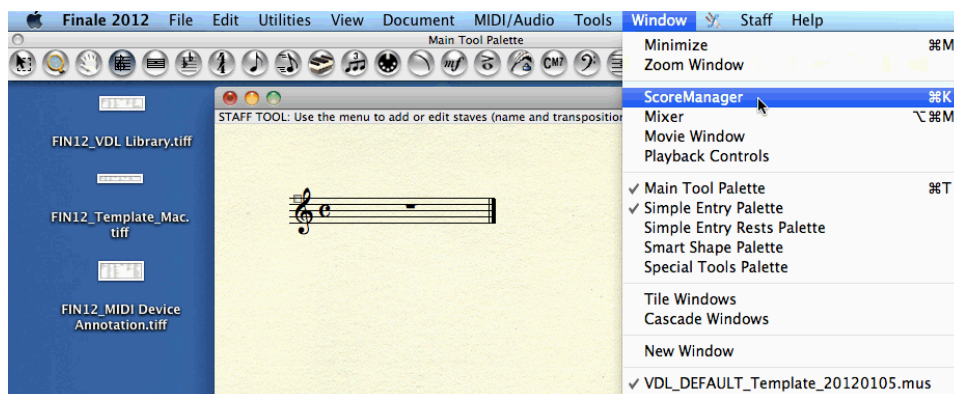
To begin a new file with the templates go to the File menu and select New Document from Template. Finale displays an Open dialog box where you can select the template you want to use. Once an untitled copy of that template is open you may customize the Score Information and Score Settings with the Score Manager's File Info Tab.



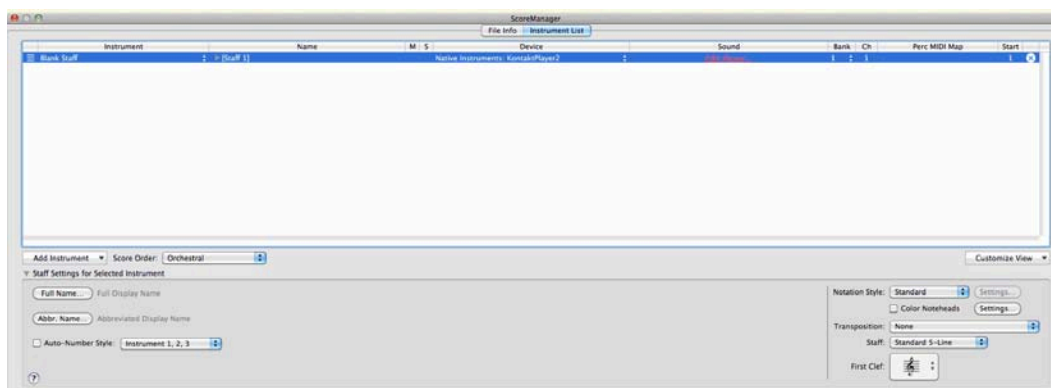
New Percussion Functionality in Finale 2012

While the changes to Finale 2012 do not quite have the same major impact on percussion as 2010 or 2011 did, there have been significant changes to the handling of instruments and the administration of scores. For more detailed information on these changes please read the Finale Help “New Features in Finale 2012”. This section of the Readme will explore how these items directly impact the Templates and their use with the VDL sounds.

Instrument Handling - Finale now integrates staff attributes and playback sounds previously found in the Staff Tool and Instrument List into a new Instrument file allowing for easier score management and automatic assignment of playback sounds.

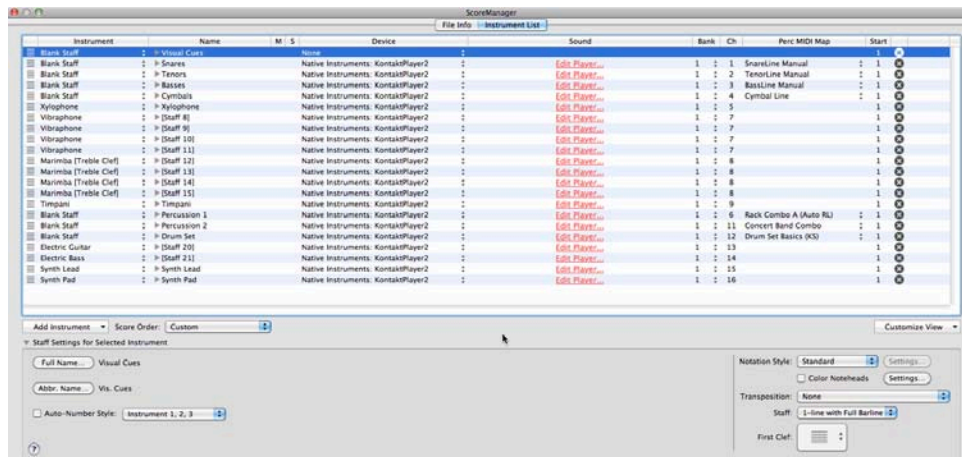


Score Manager - Complete control over score instruments is now found in one window. Use of the Score Manager allows for the addition, deletion, and reordering of score instruments, changing instrument sounds, and applying mixer settings. For VDL users, this means only one window is needed to change or assign Percussion MIDI Maps and Notation Layouts, loading instruments into Kontakt, and a simpler process for mid-score instrument changes, *including pitched to non-pitched instruments*.



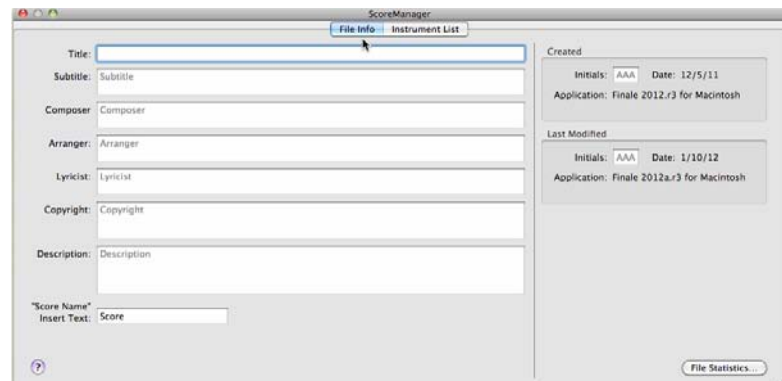
Score Manager and Virtual Drumline

The Score Manager combines elements previously found in Staff Attributes and the Instrument List. The window allows you to view, edit, reorder, and delete score Instruments, including mid-score instrument changes. This includes the ability to change staff settings, notation style, and transposition. The Score Manager also allows you to assign Audio Units/VSTs and MIDI sounds. These options are available under the Instrument List Tab.



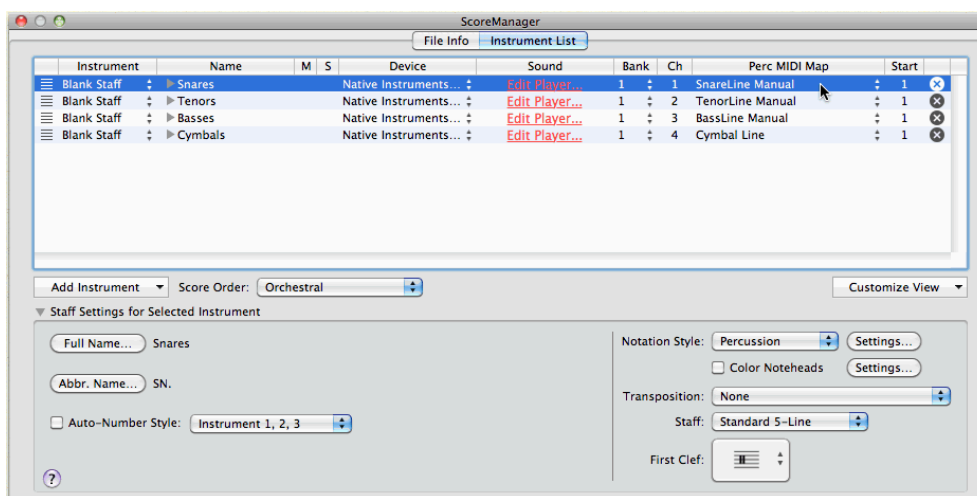
The Instrument List Tab has two portions. The top frame is a list of instruments and the bottom frame contains staff settings. Each instrument in the list includes an expandable row which displays the individual layers, chords, expressions, and mid-score instrument changes. Clicking the individual instrument name activates the settings in the lower portion of the window. This allows you to edit the staff properties.

The Score Manager also includes a File Info Tab with options allowing you to include information about the score and define text such as the title and composer.

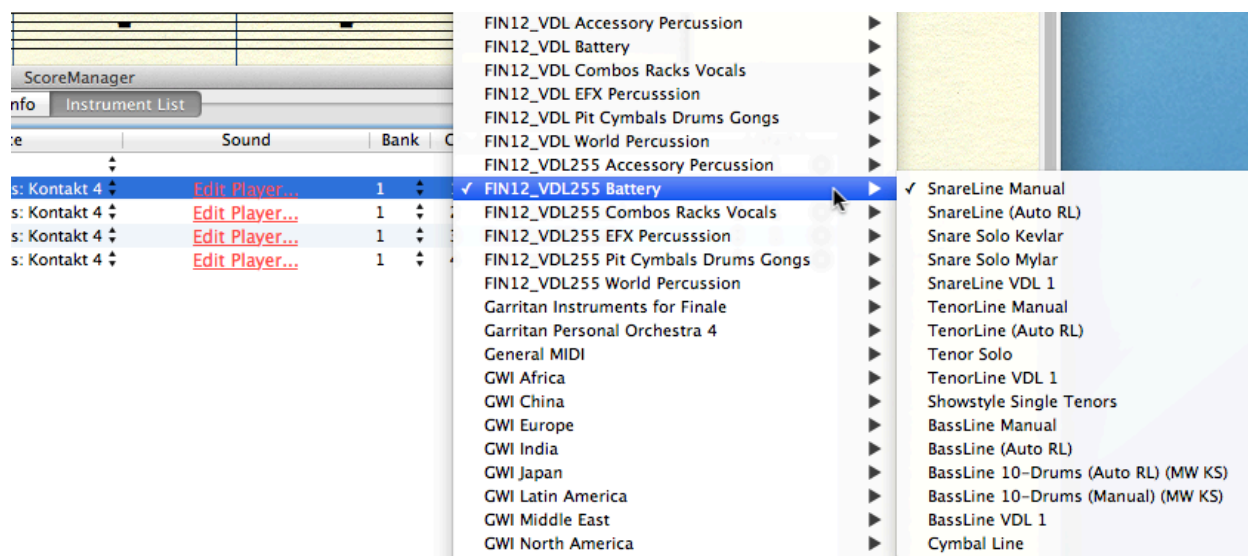


FIN12 VDL2.5.5 Percussion MIDI Maps (XML Files)

In earlier steps, you copied the six FIN12 VDL MIDI Device XML Files to the MIDI Device Annotation folder. Each of the XML files contains all of the instruments in that specific VDL instrument group. The XML files add playback functionality by indicating which MIDI note is assigned to each sound in any given Percussion Layout. With these XML files installed properly, you should see Percussion MIDI Map groups as options to choose from within Finale's Instrument List Tab of the Score Manager.

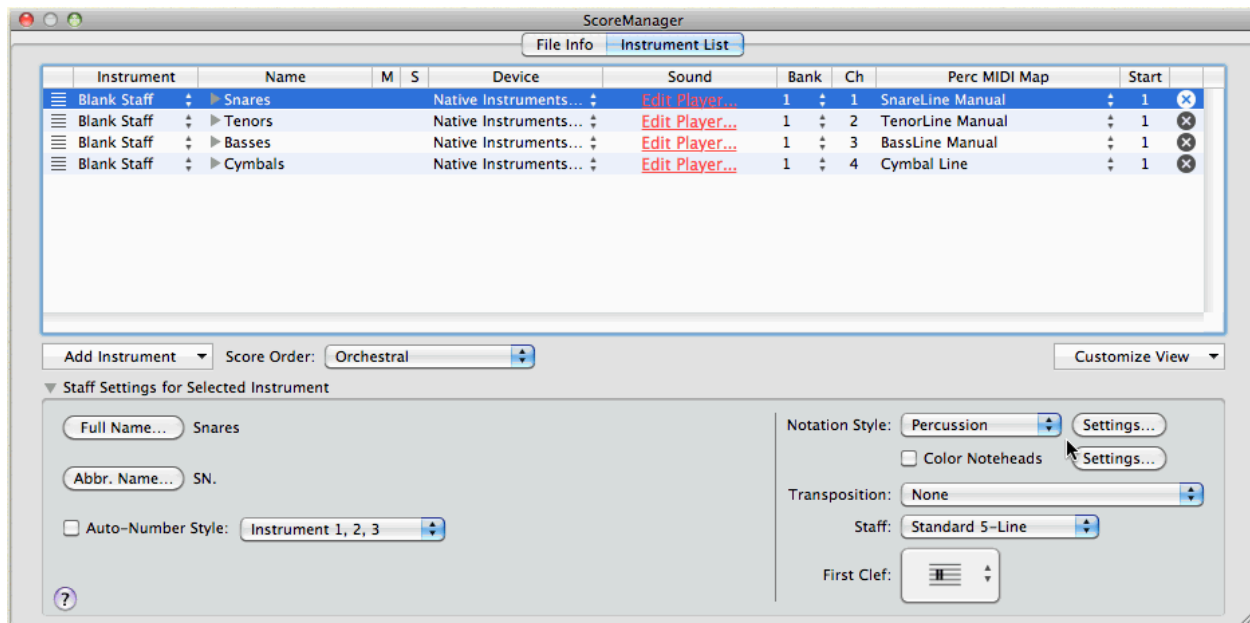


When you click the arrows on the right of the Perc MIDI Map column you will be presented with all of the available Percussion MIDI Maps. Maps for the full version of Virtual Drumline should be present. With the Finale 2012 templates all of the Battery maps have been combined into a single category.

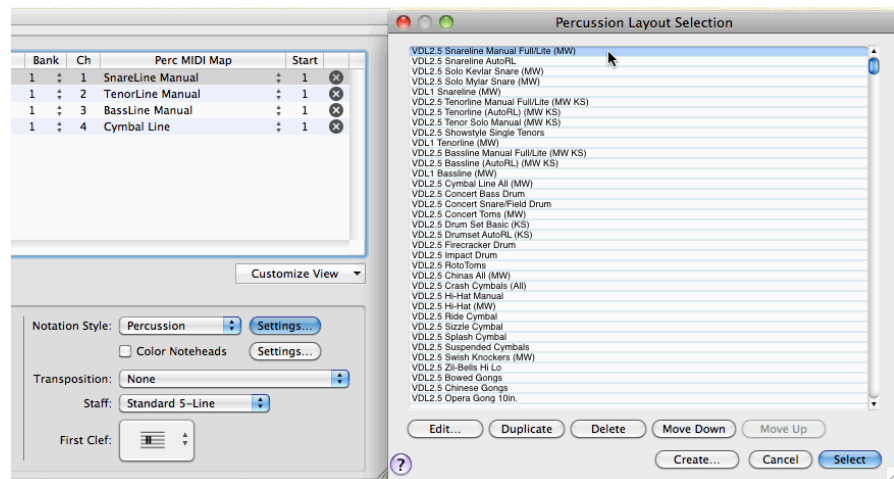


Assigning Percussion Layouts

Assigning percussion layouts in Finale prior to 2012 involved using the Staff Tool and editing the Staff Attributes. With Finale 2012 the Notation Style Menu and Settings are now found in the lower window of the Score Manager. After opening the Score Manager, selecting and assigning Percussion Layouts is the same as in Finale 2010 and 2011.



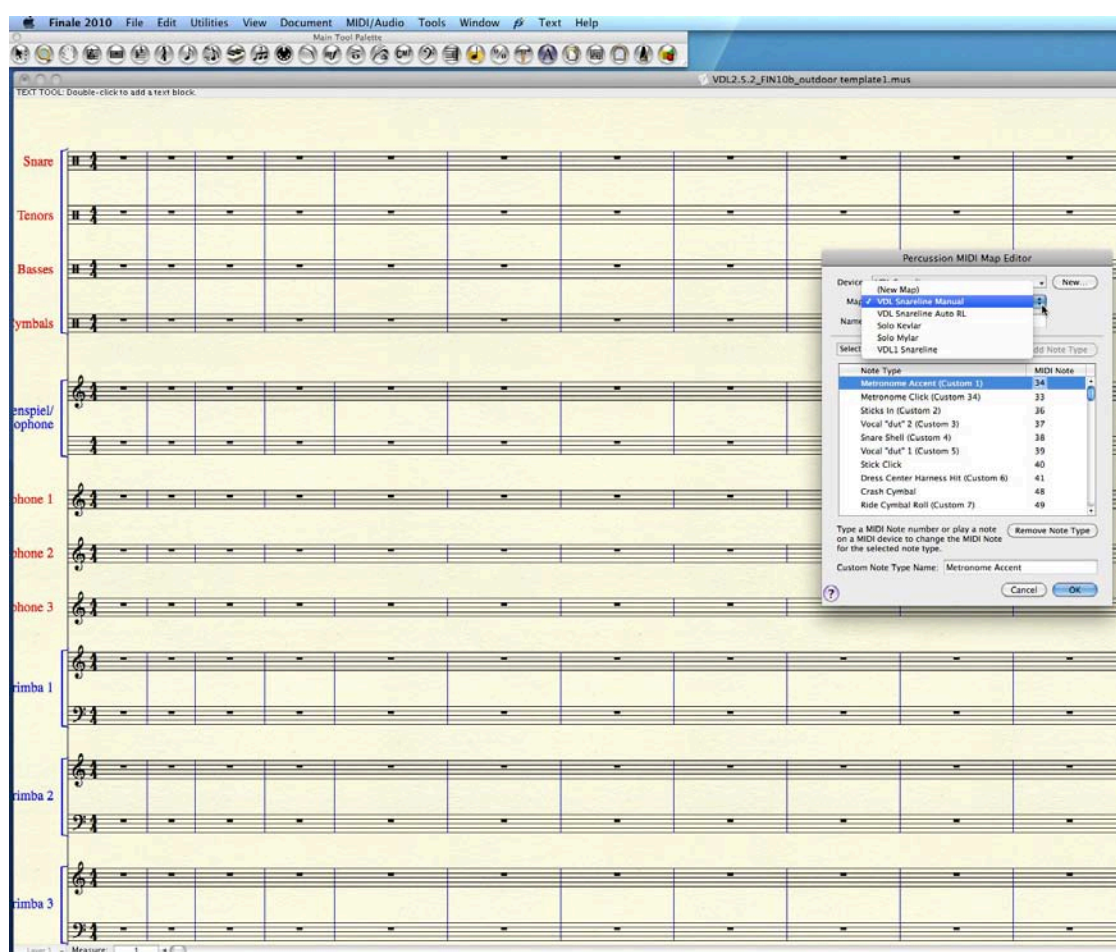
To assign a Percussion Layout, click the Settings button. The Percussion Layout Selection dialog box appears. Choose the desired Percussion Layout, click Select and OK to return to the Score Manager. By default, the Ensemble and Battery Only templates have instruments assigned for the battery and rack percussion instruments staves.



To view the Percussion Layouts for the more common instruments check the README Extras document.

For VDL users, one of the most important changes in Finale 2010 was in the area of percussion mapping. Percussion mapping essentially allows Finale to organize information such as MIDI pitch, notehead type, and staff position so that it displays the music in a way that looks conventional to a percussionist, while playing back the variety of instrument sounds (mapped to individual MIDI pitches) to give the audio a more natural realism. Since unpitched percussion instruments typically have a number of sounds or articulations possible (i.e. drum hit, rim click, rim shot, crush, buzz roll, etc.), percussion mapping has always been an important part of using the wide variety of VDL sounds within Finale.

Since Finale 2010, mapping percussion instruments is no longer based on using MIDI pitches. Instead, Finale utilizes **Note Type Names** to identify percussion mapping. The **Percussion Note Type** is an attribute of the note itself. Staff positions and playback are determined by the **Note Type**. Essentially percussion mapping is now set up for playback and layout separately, which is quite a bit different than in previous versions of Finale.



Some aspects of percussion mapping remain from earlier versions of Finale. Users must still assign a percussion map to each staff (now called **Percussion Layouts**). This is done within the **Score Manager** window. Instruments loaded into Kontakt Player must have corresponding MIDI channel assignments in the **Instrument List** tab. The Score Manager also allows for the selection of a **Percussion MIDI Map**. In a nutshell, the **Percussion MIDI Map** is used for playback, **Percussion Layouts** are for the printed page.

Contents of FIN12 VDL2.5.5 Percussion MIDI Maps (XML Files)

FIN12 VDL Battery

SnareLine Manual, Auto RL, VDL1, Snare Solo-Mylar, Snare Solo-Kevlar
TenorLine Manual, Auto RL, VDL1, Tenor Solo, Single Tenor-Show Style
BassLine Manual, Auto RL, VDL1, 10-Drum (Auto), 10-Drum (Manual)
Cymbal Line instruments

FIN12 VDL Accessories

Bell Tree, Brake Drums, Castanets, Claves, Cowbells, Finger Cymbals, Granite Blocks, Guiro, Jam Blocks, Maracas Rawhide, Metal Guiro, Patio Chimes, Rainsticks, Ratchet, Shakers, Slapsticks, Sleighbells, Orchestral Tambourine, Rock Tambourine, Temple Blocks, Triangles ALL (MW), Vibraslaps, Water Triangles, Wind Chimes, Wood Blocks

FIN12 VDL Pit Cymbals, Drums, and Gongs

Drum Set (Auto RL), Drum Set (Basic), China Cymbals, Concert Bass Drum, 2 Concert Bass Drums, Concert Snare/Field/Piccolo/Rope Drum, 4 Concert Snare Drums (Auto), 4 Concert Snare Drums (Manual), Concert Toms, Crash Cymbals, Firecracker Drum, Hi-Hat (Manual), Hi-Hat (MW), Impact Drum, Ride Cymbal, Roto-Toms, Sizzle Cymbal, Splash Cymbals, Suspended Cymbals, Swish Knockers, Zil-Bells, Tam-Tams (All), Bowed Gongs, Chinese Gongs, Opera Gongs, Wind Gongs

FIN12 VDL Effects Percussion

Acme Siren, Air Raid Siren/Cricket, Bell Plates, Audobon/Nightingale Bird Combo, Birds Mienl, Earth Plate, Energy Chimes, Flexatone Bends, Frogs, Garden Weasel, Hand Claps, Marching Machine, Metronomes, Ocean Drum, Police Whistle, Propane Tank, Ribbon Crashers, Slide Whistle, Tang Tangs, Thundersheet, Trash Can, Typewriter (Manual), Vibratones

FIN12 VDL Combos, Racks, and Vocals

Concert Band Combo, Concert Bass Drum/Tam-Tam Combo, Cymbal Rack Combo, Drum Majors Vocals, Finale Marching Percussion, General MIDI Set, Latin Percussion Rack, Metal Percussion Rack, Percussion Rack Combo A, Percussion Rack Combo B, General Vocals

FIN12 VDL World/Ethnic Percussion

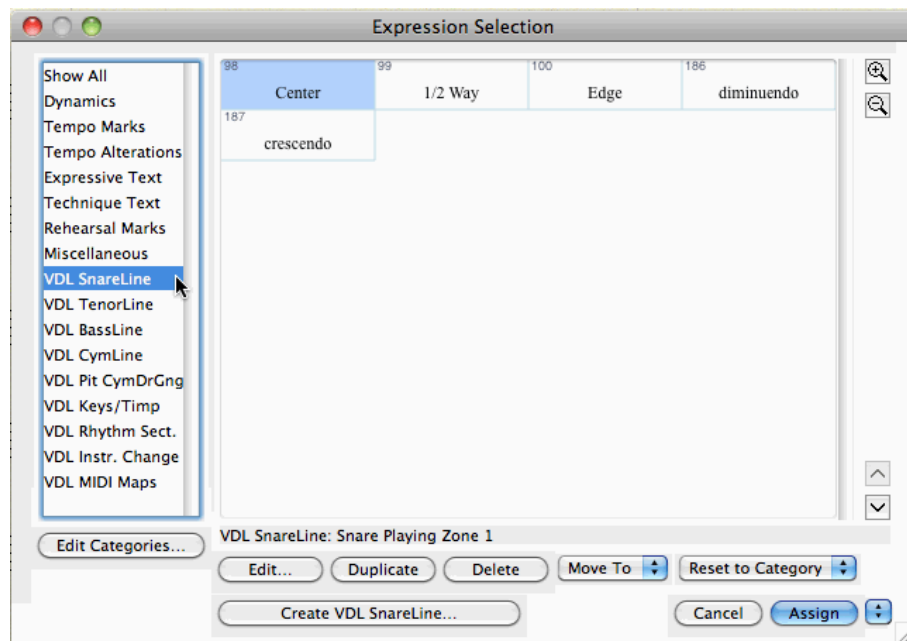
Agogo Bells, Ankle Bells, Anklung, Bongo (Auto RL), Bongo (Manual), Cabasas, Congo (Auto RL), Congo (Manual), Djembe Big, Djembe 14, Doumbek, Log Drums, Shakerines, Shekere, Taiko Drums, Timbales (Auto RL), Timbales (Manual)

Text Expressions

With the release of Finale 2009, the **Expression Tool** was updated to make navigation easier. One important change is the use of **Expression Categories**. The templates include categories for all of the various VDL sounds. The list of VDL specific expression categories include the following: VDL Snareline, VDL Tenorline, VDL Bassline, VDL Cymbal Line, VDL Keyboards & Timpani, VDL Pit Cymbals, Drums, & Gongs, and VDL Rhythm Section.

Using **Text Expressions**, you can now fully utilize all of the various Mod Wheel and Key Switch settings. You no longer need to create your own text expressions, MIDI messages, or enter a hidden note to create and customize these playback functions.

New Expression Categories added to the 2012 templates include VDL Instrument Changes and VDL MIDI Map changes. The Instrument Changes will help with mid-score instrument changes when using a Bank of instruments within Kontakt. This is especially helpful with mallet instruments when different mallet types (hard, medium, soft) are needed or when switching between a variety of pitched percussion instruments in a single staff without using additional midi channels.



The various VDL Expression Categories, the expressions in each category and their definitions can be found in the Readme Extras document.

In Closing

Congratulations! You are now at the end of this Readme and as such are on your way to becoming a true Finale/VDL guru!

We're always looking for feedback. If you happen upon anything that doesn't work the way we've described here, have template feature suggestions/requests, or just want to say "This is the best writing tool ever!", please be sure to let us know through our Forum or Contact page.

TWS Forum: www.thewritescore.com/forum/

TWS Contact page: www.thewritescore.com/contact.html

For Finale specific questions: www.forum.makemusic.com