



Version history

Known issues & solutions

February 2017

Steinberg Media Technologies GmbH

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About

Congratulations and thank you for using Dorico.

This document lists all update changes, fixes and improvements as well as known issues and solutions for Dorico.

Please note that the known issues and solutions section contains issues that might concern specific Dorico versions only. Please make sure to read through this section before contacting Steinberg support.

Enjoy using Dorico!

Your Steinberg team



Dorico 1.0.30

February 2017

This version contains the following improvements and issue resolutions.

Improvements

Accidentals

Accidentals are now listed in the **Accidentals** section of the **Key Signatures and Accidentals** panel in Write mode in order of ascending pitch delta (i.e. accidentals that lower the pitch are listed before those that raise the pitch). (STEAM-5545)

Auto-backup

Dorico now makes a backup copy of your project each time you save it. By default, backups are stored in a folder called **Backup Projects** inside your chosen save location (which is, by default, a folder called **Dorico Projects** in your user account's documents folder). A subfolder inside the backup location is created for each project, and each time you save, that version is timestamped and placed in that location. To conserve disk space, Dorico will keep only five backups of each project by default, with the oldest backup being deleted as each new backup is created. You can change the number of backup projects saved by setting **Number of backups per project** in the **Files** group of the **General** page of **Preferences**.

To open a backup project, simply open it in the usual way, either by choosing it from the **File** ► **Open** dialog or by double-clicking it in Windows Explorer or the Finder. Dorico will open the backup project as if it were a new, untitled project, so that you can choose where to save it and what to call it. (STEAM-5639)

Bar numbers

A new option **Position bar numbers at start of system after clef and key signature** has been added to the **Bar Numbers** page of **Layout Options**, switched off by default. When switched on, if a bar number would appear at the start of the system, it will be positioned immediately to the right of the preamble at the start of the system, rather than aligned with the initial systemic barline. (STEAM-5513)

Barlines

A new thick barline type has been added. It can be created from the **Barlines** section of the **Bars and Barlines** panel in Write mode, or by typing **thick** into the **Shift+B** popover. (STEAM-5493)

Brackets and braces

Two new options have been added to the **Brackets and Braces** page of **Engraving Options**: (STEAM-5504)

- **Brace distance from systemic barline** allows you to control the default distance of the brace from the initial systemic barline.
- **Brace distance from bracket** allows you to control the default distance of the brace from the thick bracket line, if the **Secondary bracket appearance** option is set to **Brace**.

Clefs

The **Shift+C** popover for adding clefs now accepts French names for common clefs: **sol** for treble G clef, **fa** for bass F clef, **ut5** for baritone clef, **ut4** for tenor clef, **ut3** for alto clef, **ut2** for mezzo soprano clef, and **ut1** for soprano clef. (STEAM-4582)

Color

More items in the score can now have their colors changed via the Properties panel: slurs, tuplet brackets, ornaments, arpeggios, playing techniques, and holds and pauses. (STEAM-5477)

Dynamics

It is now possible to create *forzando* dynamics with higher intensities than *ffz* by typing e.g. **fffz** into the **Shift+D** popover.

Grace notes

- The interpretation of grace notes during playback has been improved. An unslashed grace note of an eighth (quaver) or longer in duration will by default be interpreted as a so-called long appoggiatura (as described in Robert Donington's *The Interpretation of Early Music*), being played on the beat of the rhythmic note it precedes, and taking half of its duration (or half of its undotted duration, if the rhythmic note is dotted). An unslashed grace note of a 16th (semiquaver) or shorter in duration will be interpreted as a so-called short appoggiatura, being played on the beat of the rhythmic note it precedes, but being played as short as possible. (STEAM-5448)
- A new group of options has been added to the **Timing** page of **Playback Options**, allowing you to specify whether single unslashed grace notes should be played back as a long appoggiatura, and the threshold for the written duration of the grace note below which it should be played back as a short appoggiatura. You can also specify the exact duration of a short appoggiatura, expressed as a fraction of the duration of a quarter note (crotchet) played at 120 quarters per minute, i.e. 0.5 seconds. (STEAM-5451)

- A new option **Horizontal offset from stem** has been added to the **Grace notes** section of the **Notes** page of **Engraving Options**, allowing you to specify the default horizontal offset of the grace note slash relative to the note stem. (STEAM-5534)

Hub window

A new **Tutorials** tab has been added to the left-hand pane in the Hub window, which provides a list of the latest videos added to the Dorico YouTube channel. There are now many useful tutorial videos available to help you learn how to use the software.

A new **Videos** button has also been added at the top of the Hub window, which links directly to the Dorico YouTube channel.

Instruments

The following changes have been made to transposing woodwind and brass instruments:

- All common (and some uncommon) horn transpositions are now provided, with variants both with and without key signatures.
- Bass in $B\flat$ and $E\flat$ now have variants that show a bass clef either at transposed pitch or at concert pitch.
- Sousaphone in $B\flat$ and $E\flat$ now have variants that show a treble clef at transposed pitch.
- Variants of euphonium in $B\flat$, baritone horn in $B\flat$ and tenor trombone in $B\flat$ that show bass clef at concert pitch without an octave transposition have been added.
- Piccolo in $D\flat$, soprano flute, contrabass flute, tenor trumpet in $E\flat$, bass trumpet in C (also known as valve trombone), alphorn in $F\sharp$, cornett (or zink) in C and D have all been added.

An organ instrument that uses only two staves (manuals only) and an SATB choir set up for two staves have also been added. (STEAM-5702)

Lyrics

A new option **Punctuation for verse numbers** has been added to the **Lyrics** page of **Engraving Options**, allowing you to specify whether verse numbers should be appended with a period (full stop). (STEAM-5492)

Players

The option **Uses custom player order** on the **Players** page of **Layout Options** is now fully functional, and allows you to change the order of players in one layout from the order specified in the **Players** panel in Setup mode. (STEAM-3686)

Popovers

Except for the **Shift+K** key signatures and **Shift+T** tempo popovers, all the popovers in Write mode are now case insensitive. (STEAM-5532)

Printing

A new option **Collate copies** has been added to the right-hand panel in Print mode, switched on by default. When switched on, Dorico will print all pages of each copy of each layout to be printed in sequence; when switched off, Dorico will print the desired number of copies of the first page, then the desired number of copies of the second page, and so on. (STEAM-5491)

Project Info

The **File > Project Info** dialog now defaults to showing you the information for the current flow, rather than the entire project. If you select a flow in the **Flows** panel in Setup mode, if you invoke the dialog either from the **File** menu or from the right-click context menu, the dialog will open to the page for the first selected flow. If no flows are selected in Setup mode, the dialog will instead open to the page for the current flow you are editing, which is denoted by the flow whose name is shown in the document title bar. (STEAM-5530)

Rests

Dorico automatically fills the gaps between notes with rests of the appropriate duration. These are known as *implicit rests*, because they are implied by the gaps between the notes. Rests that are explicitly entered during note input using Force Duration, or rests that were explicitly created by way of importing a MusicXML file, are known as *explicit rests*. Explicit rests cannot be suppressed using the **Starts voice** and **Ends voice** properties. Dorico 1.0.30 introduces new tools for working with rests.

First, a new command **Edit > Remove Rests** has been added, which will set the **Starts voice** and **Ends voice** properties appropriately such that any rests in the selection are removed. If you see extra rests arising from secondary voices that you would prefer did not appear, simply select them individually, or select a range of bars containing rests that you would prefer did not appear, and choose **Edit > Remove Rests**. (STEAM-5213)

Second, a new option **View > Note and Rest Colors > Implicit Rests** has been added. When switched on, implicit rests will be colored gray in the score. Explicit rests will continue to be shown in black when this option is switched on.

This option can be useful in diagnosing why, for example, a rest does not disappear when you set the **Starts voice** or **Ends voice** property on a nearby note: once you identify a rest as an explicit rest, you can delete it, and the implicit rest that replaces it will respect the **Starts voice** or **Ends voice** property. (STEAM-5525)

It is also now possible to suppress implicit rests before the first note in a voice by setting **Starts voice** on the first note in that voice, which will suppress all rests before that note to the start of the flow. You can also suppress implicit rests after the last note in a voice by setting **Ends voice** on the last note in that voice, which will suppress all rests after that voice. It is also possible to suppress implicit rests in any gaps between different voices that might occur in the middle of a flow, though this will require you to set **Ends voice** on the last note of the first voice, and **Starts voice** on the first note of the second voice, if the gap between those notes spans multiple barlines. (STEAM-5565)

Tempo

A new **Circa appearance** option has been added to the **Absolute Changes** group on the **Tempo** page of **Engraving Options**, allowing you to choose whether a metronome mark that shows an approximate tempo should show the equals sign between the note value and the approximate indication. (STEAM-5495)

Text

A new option **Position of text relative to other items** has been added to the **Text** page of **Engraving Options**, which is set to **Avoid collisions** in new projects. This option allows Dorico to move text items vertically to avoid collisions with other items. This will not be enabled by default in existing projects, since you may have already moved text items to avoid collisions, but you can enable it if you want to. (STEAM-5014)

Tremolos

A new group of options has been added to the **Timing** page of **Playback Options** to control the playback of unmeasured tremolos. You can specify the minimum number of tremolo strokes that will be interpreted as unmeasured in playback. This considers both the number of tremolo strokes and the number of beam lines that would be used for the note; for example, if the option is set to require three tremolo strokes, an eighth note (quaver) with two tremolo strokes will be played as unmeasured, because the eighth note's single beam is included in the calculation.

You can also specify the default length of the notes in an unmeasured tremolo, expressed as a fraction of the length of a quarter note (crotchet) played at 120 quarters per minute, i.e. 0.5 seconds in length. (STEAM-5435)

Issues resolved

ID #	Issue
STEAM-5226	<i>Audio export:</i> A problem that would result in exported audio files being exported to the correct length but ending up either mostly or completely silent if the project had been played back completely before exporting audio has been resolved.
STEAM-5537	<i>Accidentals:</i> Attempting to add a new glyph to an accidental definition without a glyph selected in the list of glyphs no longer causes a crash.
STEAM-5413	<i>Accidentals:</i> The accidentals in the Accidentals section of the Key Signatures and Accidentals panel now stick on during note input in the same way as the accidentals in the notes panel on the left-hand side of the window.
STEAM-5496 & STEAM-5457	<i>Arpeggio signs:</i> The spacing of arpeggio signs relative to cross-staff notes has been improved. In particular, if two cross-staff arpeggio signs exist at the same rhythmic position on different instruments, each arpeggio sign will now be offset only by the width of the accidentals etc. on the instrument to which the arpeggio sign applies, rather than the width of accidentals on all instruments that have arpeggio signs at that rhythmic position.
STEAM-5490	<i>Arpeggio signs:</i> Arpeggio signs no longer move slightly to the left or right while dragging them in Engrave mode.
STEAM-5485	<i>Arpeggio signs:</i> The length of cross-voice arpeggio signs is now correctly updated when the pitches of the notes changes sufficiently that the highest or lowest note is now in a different voice.
STEAM-5475	<i>Arpeggio signs:</i> The length of cross-staff arpeggio signs now updates correctly after the distance between staves changes.
STEAM-5112	<i>Articulations:</i> The appropriate properties are now displayed in the Articulations of duration group of the Properties panel depending on whether a tenuto is present.
STEAM-5617	<i>Audio export:</i> Exporting to WAV will now always use the sample rate used by the current audio device; exporting to MP3 will always export at 44.1 kHz.
STEAM-5695	<i>Bars:</i> In rare circumstances, it was possible for deleting bars using the Shift+B popover to cause Dorico to crash. This problem has been resolved.
STEAM-5573	<i>Beams:</i> Beam direction is no longer affected by the staff positions of rests within the beamed group, unless stemlets are in use.
STEAM-5518	<i>Dynamics:</i> A problem that prevented immediate dynamics immediately following a gradual dynamic (a <i>crescendo</i> or <i>diminuendo</i>) from playing back correctly has been resolved.
STEAM-5503	<i>Dynamics:</i> Typing e.g. f cresc. into the Shift+D dynamics popover will no longer discard the specified gradual dynamic when popover is closed.
STEAM-5685	<i>Dynamics:</i> Typing sf or sfz into the popover will now set the rfz/sfz style property as appropriate, so the dynamic will match the popover input.
STEAM-5494	<i>Exporting graphics:</i> A problem whereby graphics would not be correctly exported if the name of the layout to be exported contained one or more characters that are illegal in filenames has been resolved.
STEAM-5567	<i>Exporting graphics:</i> PDFs exported with the Mono option set are now always correctly exported in a true monochrome color space.
STEAM-5500	<i>Layouts:</i> Empty part layouts numbered higher than 10 are now correctly renamed when assigning players to them.

ID #	Issue
STEAM-5476	<i>Layouts:</i> Changes made to player groups in the Players panel are now reflected immediately in the open layout, instead of incorrectly requiring the layout to be closed and opened again.
STEAM-5464	<i>Lyrics:</i> Attempting to start lyric input with the final barline selected will no longer cause a crash.
STEAM-5619	<i>Lyrics:</i> A problem whereby lyrics could sometimes be pasted out of order when copying and pasting between flows or projects has been resolved.
STEAM-4954 STEAM-4994	<i>Mixer:</i> Mute/Solo buttons now work correctly in the Mixer, and new buttons have been added to clear all Mute and Solo states.
STEAM-4993	<i>Mixer:</i> The state of the insert and send slots in the Mixer, including whether each is enabled or disabled, is now correctly saved and restored when saving and reopening a project.
STEAM-5285	<i>Mixer:</i> The Mixer now correctly updates in response to changes in the project, for example adding or removing players and instruments, without requiring that the window be closed and reopened.
STEAM-5621	<i>Mixer:</i> The responsiveness of the faders in the Mixer has been improved. It is no longer possible to move the faders with a two-fingered swipe gesture, but it is still possible to use a sideways swipe gesture to scroll the Mixer window.
STEAM-5610	<i>Mixer:</i> The Mixer is no longer forced to be on top of all other windows (Windows only).
STEAM-5482	<i>Mixer:</i> It is now possible to route signal from any instrument output to the global effects channel; previously, this routing would only work for the default HALion Sonic SE 2 plug-in.
STEAM-5635	<i>Multi-bar rests:</i> Gradual tempo changes (such as <i>rit./accel.</i>) no longer cause multi-bar rests to break incorrectly.
STEAM-5602	<i>Multi-bar rests:</i> Deleting music from a part layout in which two or more instruments are included and multi-bar rests are enabled no longer causes a crash under certain circumstances.
STEAM-5728	<i>Note input:</i> When selecting notes in instruments whose sounds require a transposition of one or more octaves in playback (e.g. double bass, bass guitar), the correct octave transposition is now applied.
STEAM-5481	<i>Note input:</i> You can now correctly override the choice of octave for the first note of a chord when inputting a chord using the computer keyboard in step input.
STEAM-5577	<i>Note input:</i> It is now possible to set key commands for double sharp and double flat accidentals that can be used to specify those accidentals during note input.
STEAM-5600	<i>Note input:</i> The initial duration chosen when note input starts will only be taken from the selected note if a single note is selected; if there are multiple notes and rests selected, or if the selected rest is longer than a quarter note (crotchet) in duration, the initial duration chosen will be a quarter note (crotchet).
STEAM-5487	<i>Note input:</i> Switching on Lock Durations during note input now correctly switches off rests, tuplets, or grace notes, if any of those tools were engaged.
STEAM-5543	<i>Notation options:</i> Some options from the Notation Options dialog were not correctly applied to new flows or new projects after having been saved as defaults; this problem has now been resolved.
STEAM-5526	<i>Ornaments:</i> When selecting a mordent or turn and editing it by clicking another ornament type in the Ornaments panel in Write mode, the correct button now shows as selected in the panel after the edit.
STEAM-5460	<i>Playback:</i> Dorico no longer crashes if it attempts to play notes lower than MIDI note 0.

ID #	Issue
STEAM-5522	<i>Playback:</i> Starting playback in a large project is now considerably faster. This also reduces the time it takes to open larger projects.
STEAM-5456	<i>Playback:</i> A problem that would cause the playback of legato (either triggered by slurs or the legato playing technique) to be overridden, so that there is no audible legato effect, has been resolved.
STEAM-5367	<i>Playback:</i> The nat. playing technique now correctly resets all other active playing techniques.
STEAM-5498	<i>Playback:</i> Grace notes at the same position in multiple voices or instruments are now correctly played at the same time.
STEAM-5533	<i>Playback:</i> Only those flows assigned to the current layout are played back, in the order in which they are listed in the Flows panel in Setup mode, rather than relying on the presence of a full score layout (the absence of which would previously have caused there to be no playback at all).
STEAM-5638	<i>Playback:</i> Audio devices with ampersand characters in their names can now be chosen correctly in the Device Setup dialog.
STEAM-5396	<i>Playback:</i> Keyswitch notes are now correctly cleared when playback stops, so that starting playback again does not sometimes result in Dorico playing the wrong technique.
STEAM-5721	<i>Playback:</i> Keyswitch notes and MIDI controllers are now correctly chased when starting playback from the middle of a flow.
STEAM-5595	<i>Playback:</i> When opening an existing project, the correct playback data for the current layout is now set up immediately, and switching the Flow drop-down in Play mode correctly updates the event display.
AD-281	<i>Playback:</i> A problem whereby Waves NX plug-ins would not load or correctly display their user interface has been resolved.
STEAM-5750	<i>Playback:</i> Reverb send level is now correctly set post-fader rather than pre-fader.
STEAM-5647	<i>Players:</i> When changing between two instruments with different numbers of staves held by the same player, if the option to allow one staff of a multi-staff instrument to be hidden if empty is enabled, Dorico no longer shows both staves of the two-staff instrument unless both contain music.
STEAM-5616	<i>Players:</i> Certain edits to music at or near a transition between different instruments held by the same player can no longer cause the following system to disappear temporarily.
STEAM-5549	<i>Players:</i> Changing the instrument held by a player no longer causes any arpeggio signs written for the original instrument to be lost.
STEAM-5711	<i>Players:</i> Under rare circumstances it was possible for Dorico to crash when moving a player from one group to another in Setup mode. This has now been resolved.
STEAM-5640	<i>Printing:</i> It is no longer necessary to switch on the View options checkbox in the Annotations section of the print options panel to print colored objects in color.
STEAM-5615	<i>Printing:</i> Typing a page number into the To spin control to determine the page range and then hitting Tab to move the focus to another control no longer causes a crash under some circumstances (Mac only).
STEAM-5716	<i>Printing:</i> Reopening a project that was last saved with Print mode active will now correctly show the print preview immediately, without requiring you to switch to a different mode and back again.
STEAM-5656	<i>Properties:</i> A problem whereby selecting a bar containing a playing technique that is otherwise empty could cause Dorico to crash has been resolved.

ID #	Issue
STEAM-5563	<i>Rests:</i> Under some circumstances, bar rests that appear when notes that had been crossed to an otherwise empty staff from the staff above or below could appear at the wrong vertical position. This has now been resolved.
STEAM-5478	<i>Rests:</i> Deleting a tuplet containing rests now always correctly renotates the rests that remain.
STEAM-4875	<i>Rests:</i> Under some circumstances, removing the Starts voice property from the first note in a tuplet would not cause any suppressed rests earlier in the tuplet to reappear right away. This has now been resolved.
STEAM-5538	<i>Staff spacing:</i> Edits to staff spacing are no longer incorrectly removed if the layout whose staff has been edited has been viewed in galley view during the current editing session.
	<i>Text:</i> A problem whereby double-clicking a text item to edit it would not work in certain circumstances involving music in multiple frame chains has been resolved.
STEAM-5323	<i>Time signatures:</i> A problem whereby setting the Ends interchangeable property on a time signature would not immediately cause the following bars to be redrawn correctly has been resolved.
STEAM-5090	<i>Time signatures:</i> Deleting and recreating a time signature change within an interchangeable range will now have the correct effect on the time signatures that come after it.
STEAM-5470	<i>Time signatures:</i> Rests are now correctly grouped according to the instrument-specific time signature, if one is present.
STEAM-5609	<i>Transposing:</i> Making a selection of music at the beginning of a flow that starts with a C major or A minor key signature will now correctly allow that key signature to be transposed.
STEAM-5527	<i>Tremolos:</i> When selecting a tremolo with four strokes, the correct button now shows as selected in the Tremolos panel in Write mode.
STEAM-5564	<i>Tremolos:</i> The playback of measured tremolos has been improved, such that the number of tremolo strokes now determines the note value of the repeated notes (one stroke = eighth note, two strokes = 16th note, etc.), instead of simply dividing the written note value by two, four, etc.
STEAM-5510	<i>Voices:</i> When you use Edit ▶ Stem ▶ Swap Voice Order to swap the order of two voices, the resultant Voice column index values now appear correctly in the Properties panel.
STEAM-5474	<i>User interface:</i> The keyboard focus is now always returned to the main document area after clicking any of the buttons in the right-hand panels in Write mode, so that all key commands operate on the music as expected without having to click into the music area again.
STEAM-5471	<i>User interface:</i> A problem whereby the scrollbars in the right-hand panels in Write mode could either appear the wrong height (Mac and Windows), or too wide (Windows only), has been resolved.
STEAM-3033	<i>User interface:</i> It is now possible to assign key commands to key combinations that normally act as dead keys producing combining diacritics, such as Alt+E (Mac only).
STEAM-4934	<i>User interface:</i> The way scroll bars appear in Dorico's panels has been revamped to ensure that they only appear when necessary.
STEAM-5614	<i>User interface:</i> Changes to key commands now take effect immediately, even if no project window is open.
STEAM-5692	<i>User interface:</i> Changing the selection of layouts in Layout Options without having made any changes to any of the options no longer incorrectly prompts that there are unsaved changes.
STEAM-5605	<i>User interface:</i> When running in full screen, menus that pop up from buttons (e.g. in the status bar at the bottom of the window) no longer appear too high, as if the Dock were visible (Mac only).

ID #	Issue
STEAM-5620	<i>User interface:</i> When attempting to open many projects at the same time, Dorico no longer sometimes crashes.
STEAM-5638	<i>User interface:</i> Audio devices with an ampersand (&) in their name now appear correctly in the Device Setup dialog.
STEAM-5574	<i>Localisation:</i> Dorico will now start correctly if your user account name uses Japanese or other CJK Unicode characters (Windows only).
STEAM-5471 STEAM-5321 STEAM-5590	<i>Localisation:</i> Several issues related to assigning key commands using specific key combinations on French, German, Italian, Japanese and Russian keyboards have been resolved.
	<i>Localisation:</i> The key command Ctrl+A (Windows) or Command-A (Mac) was missing from the default sets of key commands in languages other than English; this has now been resolved.
STEAM-5585	<i>Performance:</i> A problem whereby commands (e.g. notes input in quick succession) could be executed in the wrong order or skipped has been resolved.
STEAM-5629	<i>Performance:</i> The speed of note input and editing in projects containing multiple flows has been significantly increased.
STEAM-5579	<i>Performance:</i> The speed of note input and editing in flows that have a lot of trailing empty bars has been significantly increased.

Dorico 1.0.20

December 2016

This version contains the following improvements and issue resolutions.

Improvements

Performance improvements

Building on the improvements in Dorico 1.0.10, this update includes further significant improvements to the performance and reliability of Print mode. For example, selecting multiple layouts in Print mode is now considerably faster.

(STEAM-5386)

Arpeggio signs

A new **Arpeggiation** section has been added to the **Ornaments** panel in Write mode, allowing the creation of arpeggio signs indicating upwards and downwards arpeggiation, as well as a *non arpeggio* bracket line indicating that a chord should not be arpeggiated.

To create an arpeggio sign on a chord in a single voice, select any notehead in the chord, and either select the desired arpeggio sign from the **Ornaments** panel, or type **Shift+O** to open the ornaments popover, in which you can type **arp** (or **arpeggio**) for an upwards arpeggio, **arpdown** (or **arpeggiodown**) for a downwards arpeggio, or **nonarp** (or **nonarpeggio**) for a *non arpeggio* sign. Dorico will create the arpeggio line spanning all of the notes in the chord. Dorico will not create an arpeggio sign if only a single note exists in the selected voice. Arpeggio signs can also be created during note input in chord mode using the ornaments popover.

To create an arpeggio sign that spans chords in multiple voices (e.g. across both staves of a piano or harp instrument), select any notehead in the first voice, then hold **Ctrl** (Windows) or **Command** (Mac) and select any notehead in the second voice, then create the arpeggio sign either using the panel or the popover, as described above.

Dorico will automatically adjust the length of the arpeggio sign as the pitches of the notes in the voices to which the sign belongs change, or as notes are added to or deleted from the chords, and will automatically delete the arpeggio sign when only a single note remains at that rhythmic position in that voice.

By default, any grace notes at the same rhythmic position as an arpeggio sign will be positioned to the left of the arpeggio sign. To make the arpeggio sign appear to

the left of the grace notes, select the arpeggio sign and set the **Arpeggio before grace notes** property in the Properties panel.

Downwards arpeggio signs have an arrowhead at the bottom of the line by default, but upwards arpeggio signs have no arrowhead by default. Arpeggio signs can alternatively show a Couperin-style swash at their top or bottom. To override an individual arpeggio sign, select it and open the Properties panel, then set the **Sign end** property. The length of arpeggio signs can also be adjusted on a case-by-case basis in Engrave mode.

Options controlling the default appearance of arpeggio signs have been added to the new **Arpeggio Signs** page of **Engraving Options**.

Arpeggio signs do not yet have any effect in playback, but this is planned for a future update.

Brackets and braces

A new option **Additional vertical protrusion beyond top or bottom of staff** has been added to the **Design** group on the **Brackets and Braces** page of **Engraving Options**, allowing the thick vertical line of the bracket to be lengthened slightly if needed to ensure a good join with the chosen bracket tip glyphs in the current music font. (STEAM-5408)

Instruments

A keyless timpani instrument type, i.e. a timpani that does not use a key signature and instead shows accidentals for each note as required, has been added and can be chosen from the instrument picker. (STEAM-5339)

Key commands

- It is now possible to change the default key commands for changing the pitch of notes (**Alt**+up/down arrow to move by step, **Shift+Alt**+up/down arrow to move by chromatic step, and **Ctrl+Alt**+up/down arrow to move by octave). These commands can now be found in the **NoteEdit** category. (STEAM-5453)
- It is also now possible to assign key commands for **Edit ▶ Stem ▶ Force Stem Up**, **Force Stem Down** and **Remove Forced Stem**. These commands can now be found in the **Edit** category. (STEAM-5454)

Lyrics

A new **Italic** property has been added to the **Lyrics** group in the Properties panel, allowing any non-italic lyric to be made italic if necessary, for example for occasional words in a different language, or vocalizations interspersed within the text. (STEAM-5404)

Music fonts

Dorico now reads the JSON metadata files for SMuFL-compliant fonts from the locations recommended by the SMuFL specification:

- Windows: **C:\Program Files\Common Files\SMuFL\Fonts**
- Mac: **/Library/Application Support/SMuFL/Fonts/**

Dorico will load the JSON file if it is named *fontname.json* (e.g. **Bravura.json**) and located inside a folder called *fontname* (e.g. **Bravura**) in the appropriate path for the operating system.

If Dorico can load the JSON metadata file correctly, then the font will appear in the list of available music fonts in **Engrave ▶ Music Fonts**. (STEAM-2290)

Note input

To create a time signature or key signature that applies only to the staff on which the caret is currently located, enter the time signature or key signature into the **Shift+M** or **Shift+K** popover as usual, and type **Alt+Return** (instead of **Return** alone) to confirm the item to be created. (STEAM-5422)

Notes

A new option **Stem direction for notes on the middle line of the staff** has been added to the **Stems** group on the **Notes** page of **Engraving Options**, allowing you to choose whether Dorico should use musical context (i.e. the staff positions of notes preceding and following the notes on the middle line of the staff) or a fixed default to determine the stem direction of notes on the middle line of the staff. (STEAM-5348)

Ornaments

A new option **Horizontal gap between trill marking and trill extension line** has been added to the **Trills** group on the **Ornaments** page of **Engraving Options**, allowing you to determine the distance between the *tr* sign and the extension line to its right.

Page layout

A new **Rastral size** menu has been added to the **Space Size** group on the **Page Setup** page of **Layout Options**, allowing the specification of staff size according to the rastral sizes used in traditional music engraving. The largest size is Size 0 (9.2mm or 0.36"), and the smallest size is Size 8 (3.7mm or 0.15"), and the default staff size in a new project is now Size 3 (7mm or 0.28"). It is naturally still possible to choose any custom size, as before, by editing the **Space size** value directly. (STEAM-5353)

Two new options have been added to the **Hide Empty Staves** group on the **Vertical Spacing** page of **Layout Options**:

- **Allow individual staves of multi-staff instruments to be hidden:** When switched on, Dorico will allow (say) the left-hand staff of a piano instrument to be hidden on a system on which it has no music; when switched off, the piano will only be hidden on a system if both staves can be hidden. (STEAM-5382)
- **Players excluded from hide empty staves:** This provides a list of all of the players in the current layout, and allows you to specify a list of players that should never be hidden, even if their staves are empty throughout a system. (STEAM-4755)

Playback

- A new **Playback Options** dialog has been added to the **Play** menu. This dialog contains options to determine how Dorico should interpret specific markings during playback, such as the percentage by which the written duration of notes should be extended under a slur or when encountering a *legato* playing technique, by how much the dynamic should be increased when playing an accent or marcato articulation, and so on. The dialog also includes an initial set of options for beat stress (the amount by which the dynamic should be increased on primary and secondary beats in the current meter) and for humanization of dynamic level and note start position.
- Single- and multiple-note tremolos now play back. Measured single-note and all multiple-note tremolos are played back directly by rendering additional note events, while unmeasured single-note tremolos can be played back using unmeasured tremolo samples if they are provided by the VST Expression Map in use for the instrument. (STEAM-3904)
- Slurs and the *legato* playing technique are now played back by extending the duration of all but the last note under a slur. (STEAM-5148)
- Grace notes now play back. Any number of slashed and unslashed grace notes at present all play back immediately before the rhythmic note they precede, stealing time from the preceding rhythmic note. Playback of a single unslashed grace note, taking half the written duration of the rhythmic note that follows, and stealing time from that following rhythmic note, will be added in a future update.
- A new option **Show playhead when stopped** has been added to the **Play** group on the **General** page of **Preferences**. When switched on, the playhead (vertical green line) will appear both during playback and when stopped; when switched off, the playhead will appear only during playback. (STEAM-4718)

Preferences

The **General** page of **Preferences** has been organized into groups of related options.

Rests

A new option **Bar rests in additional voices** has been added to the new **Rests in additional voices** group on the **Rests** page of **Notation Options**. In new projects, this option is set to **Omit bar rests**, which means that when an additional voice (typically a down-stem voice) stops, any subsequent bars in which that voice has no notes or chords prior to its reappearance will not be padded with bar rests. This reduces the number of occasions you would have to search backwards through the music to set the **Ends voice** property on the last note in the voice, which might be dozens or even hundreds of bars earlier.

If you would prefer that Dorico continue to pad all intervening bars with bar rests, set the new option to **Show bar rests**, which will also be the value chosen in any projects created in versions of Dorico earlier than 1.0.20.

Furthermore, when this new option is set to **Omit bar rests**, bar rests no longer appear in bars where the only notes and chords present have been crossed from another staff. (STEAM-5212, STEAM-4831)

In addition, a new option **Allow dotted rests equal to the length of a compound beat** has been added to the **Compound Time Signatures** group on the **Rests** page of **Notation Options**. When set to **Allow dotted rests**, a rest of a dotted quarter (dotted crotchet) in 6/8 will be rendered as a single dotted quarter rest; if it is set to **Split at beat subdivisions**, it will be rendered as a quarter (crotchet) rest followed by an eighth (quaver) rest. (STEAM-5109)

Finally, it is now possible to create explicit bar rests during note input. Either click the new **Insert Bar Rest** button in the **Bars and Barlines** panel in Write mode, or type **rest** into the **Shift+B** popover. (STEAM-5036)

Templates

The **Brass band** template has been improved, with corrected staff labels for the cornet and horn instruments, and appropriate clefs for the trombones. (STEAM-5334)

Tempo

It is now possible to control the appearance of absolute and gradual tempo changes independently in **Engrave > Font Styles**. Absolute, relative and reset tempo markings use the **Immediate tempo text font** style, while gradual tempo changes used the **Gradual tempo text font** style. (STEAM-5387)

Views

When changing view type from galley view to page view, or vice versa, if there is a selection, Dorico now attempts to center the selected item or items in the new view. (STEAM-5025)

Issues resolved

The following table lists all issues that have been resolved in this version:

ID #	Issue
STEAM-5344	<i>Copy and paste:</i> Notes within tuplets that have been created with Force Durations set now retain their forced duration when pasted.
STEAM-5269	<i>Copy and paste:</i> Using R to repeat a selection no longer sometimes pastes items (such as dynamics) in the wrong location.
STEAM-5414	<i>Dynamics:</i> Dynamics between the two staves of a keyboard instrument are now correctly centered. The option Allow dynamics between braced staves to violate minimum distance by n spaces has been removed from the Dynamics page of Engraving Options .
STEAM-5403	<i>Holds and pauses:</i> Caesuras at the end of a bar now cause multi-bar rests to break at the bar in which they appear, rather than at the following bar.
STEAM-5391	<i>Holds and pauses:</i> Caesuras that precede a change of time signature or key signature no longer cause the time or key signature to be spaced incorrectly relative to the barline.
STEAM-5380	<i>Instrument changes:</i> Items that apply to the whole system, such as tempo markings, rehearsal marks, etc., now appear correctly above the top staff when the top staff uses instrument changes.
STEAM-5352	<i>Key signatures and accidentals:</i> Setting a non-Western accidental on a note no longer incorrectly also sets the same accidental on the note in transposing layouts; now, the accidental is only set in transposing layouts if the relative offset between the concert and transposed pitch notes are identical.
STEAM-5341	<i>Key signatures and accidentals:</i> Notes with non-Western accidentals now behave correctly when repitched, and do not continue to show the same accidental even if the offset of the pitch changes.
STEAM-5162	<i>Key signatures and accidentals:</i> The rule that every tonality system must have an accidental type that fulfills the role of the natural (i.e. does not change the pitch) is now enforced, and it is no longer possible to delete any built-in accidental type, or any accidental type that is in use in the project.
STEAM-5383	<i>Key signatures and accidentals:</i> Accidentals types that contain graphics now display correctly in the Accidentals section of the Key signatures and accidentals panel in Write mode.
STEAM-5347	<i>Key signatures and accidentals:</i> The option Notes following a change of key signature that shows cancellation naturals on the Accidentals page of Notation Options now works as expected. This option only takes effect if Dorico will show cancellation naturals at a change of key, as determined by the two options immediately above this one in the dialog.
STEAM-5338	<i>Key signatures and accidentals:</i> A problem whereby instruments that don't show a key signature (e.g. Horn in F) would under some circumstances not show the required accidentals on some notes in extreme keys (i.e. key signatures of 7 sharps or flats) has been fixed.
STEAM-5264	<i>Key signatures and accidentals:</i> Cancellation naturals now appear if necessary at changes of key arising from changing between instruments with different transpositions.
STEAM-5192	<i>Key signatures and accidentals:</i> Changes of key that occur in the middle of a bar now correctly take effect on the notes that follow the key signature before the end of the bar.
STEAM-5274	<i>Key signatures and accidentals:</i> When importing MusicXML files that use other accidentals than the standard 12-EDO or 24-EDO accidentals, Dorico now automatically creates an appropriate tonality system in the resulting project.
STEAM-5426	<i>Layouts:</i> Custom layout names are now correctly preserved when re-opening saved projects.

ID #	Issue
STEAM-5255	<i>MusicXML import:</i> Dorico no longer crashes when encountering a MusicXML file that specifies an invalid number for slur elements.
STEAM-5074	<i>MusicXML import:</i> Dorico no longer fails to open compressed MusicXML (.mxl) files that contain internal filenames that use extended Unicode characters.
STEAM-5354	<i>Navigation:</i> Using up/down arrow to navigate to the staff above/below from a selected bar rest no longer sometimes skips over the next staff.
STEAM-5318	<i>Navigation:</i> Using Ctrl +up/down arrow to navigate to the system above/below now works correctly, for any number of staves in the system.
STEAM-3035	<i>Note input:</i> Specifying that the next note to be input should explicitly be above or below the previous note now works more reliably.
STEAM-5351	<i>Note input:</i> Moving the caret to the staff above/below with up/down arrow now correctly takes into account whether the caret is at a tuplet position on the original staff, and moves to an appropriate position on the destination staff.
STEAM-5430	<i>Note input:</i> When inputting notes into transposing instruments in a transposing layout, notes are no longer sometimes input in successively higher octaves for no discernible reason.
STEAM-5359	<i>Note spacing:</i> Tempo markings are no longer considered when determining the width of multi-bar rests, unless another tempo marking in a later bar would collide with a previous tempo marking, preventing some multi-bar rests from being made much wider than necessary.
STEAM-5402	<i>Notes:</i> Augmentation dots are no longer hardwired to be drawn using Bravura, so if you choose to use another music font via Engrave ▶ Music Fonts , you will see the appropriate glyph from the new font.
STEAM-5163	<i>Notes:</i> Pairs of opposing voices where notes in both the left- and right-hand columns show an accidental on the same staff position, and where the note in the right-hand column closest to a note in the left-hand column is at an adjacent staff position, are no longer offset by an unexpectedly large distance.
STEAM-4989	<i>Notes:</i> Syncopated patterns of the form short-dotted long (e.g. quarter-dotted half in 4/4) are now notated according to the options set in Notation Options regardless of whether or not the dotted long note is also tied out of the bar.
STEAM-5357	<i>Page layout:</i> Changing the master page set of a layout on the Page Setup page of Layout Options is now reflected immediately in the display in the Master Pages section of the right-hand panel in Engrave mode.
STEAM-5187	<i>Page layout:</i> Under rare circumstances, staff labels would sometimes fail to update after undoing an edit that results in the point at which an instrument change occurs changing. This has now been resolved.
STEAM-5287	<i>Playback:</i> Dynamics are no longer ignored during playback if the flow begins with a rest.
STEAM-5394	<i>Playback:</i> Multiple dynamics on the same note are now played back more sensibly.
STEAM-5369	<i>Playback:</i> Accents now play back correctly when notes with accents alternate with notes without accents.
STEAM-5371	<i>Playback:</i> Playing techniques on the very first note of the flow now play back correctly.
AD-269	<i>Playback:</i> Typing Command-Q while a VST plug-in window is in focus no longer incorrectly quits the VST audio engine, resulting in Dorico itself hanging upon exit.

ID #	Issue
AD-253	<i>Playback:</i> A problem whereby the VST audio engine could crash when used on a computer with on-board Realtek sound hardware has been fixed (Windows only).
AD-260	<i>Playback:</i> When reopening a saved project that uses Kontakt, a burst of static is no longer sometimes emitted as the project loads (Mac only).
STEAM-5401	<i>Rests:</i> It is now possible to set properties, including the staff position, of bar rests correctly once more.
STEAM-5356	<i>Selections:</i> Edit ▶ Select All now selects only the music in the current flow, not across all flows in the project.
STEAM-5385	<i>Slurs:</i> Slurs are no longer temporarily incorrectly positioned if Edit ▶ Reset Appearance is invoked when both the slur itself and the notes at either end of the slur are selected.
STEAM-5399	<i>Staff spacing:</i> Using Alt +click-drag to drag a staff containing one or more instrument changes now works correctly.
STEAM-5370	<i>Staff spacing:</i> Copy Staff Spacing will now work even if the user has not made any adjustments to the staff spacing on the source page.
STEAM-5406	<i>Text:</i> Pasting text terminated by a null character (e.g. from a text block in Finale) into Dorico will no longer cause the project to become corrupted when saving.
STEAM-4963	<i>Text:</i> Changing the stretch for text in a text item or text frame now correctly changes the shape of the characters themselves, rather than merely the distance between characters (Mac only).
STEAM-4971	<i>Text:</i> Changing the stretch for text in a text item or text frame now displays correctly on screen and is reproduced correctly both when printing and when exporting PDF graphics (Windows only).
STEAM-5358	<i>Text:</i> Changing the point size of multiple selected paragraphs using the controls in the text editing popover now works correctly, rather than changing the size of only the first selected paragraph.
STEAM-5434	<i>Text:</i> The size of the text editor is no longer incorrect when editing a text item belonging to a staff that uses a non-default staff size.
STEAM-5177	<i>Ties:</i> When Tie endpoint positioning in chords is set to Outermost ties above/below noteheads, others between , Dorico no longer sometimes incorrectly offsets the wrong tie in multi-voice contexts.
STEAM-5395	<i>User interface:</i> Message boxes spawned from one of Dorico's options dialogs no longer cause the options dialog itself to disappear behind the main project window (Windows only).
STEAM-5381	<i>User interface:</i> It is no longer possible under some circumstances to show more than one instance of the Layout Options or Notation Options dialog for a given score simultaneously.
STEAM-5263	<i>User interface:</i> The color picker dialog no longer increases in height slightly with each invocation within a session (Mac only).
STEAM-5392	<i>User interface:</i> It is no longer possible to click the various Save as Default buttons in the Layout Options and Notation Options dialogs when more than one layout or flow respectively is selected; being able to do this in earlier versions could result in the saved options data being incomplete or inconsistent.
STEAM-4527	<i>User interface:</i> Menu items that can be checked to show their state now correctly show the assigned key command, if any.
STEAM-5393	Dorico will no longer fail to start if the user's saved layout options data is incomplete or inconsistent; instead, the data will simply be ignored.

ID #	Issue
STEAM-5360	Dorico will no longer crash on start-up if it is unable to create the user's chosen default project save folder.



Dorico 1.0.10

November 2016

This version contains the following improvements and issue resolutions.

Improvements

This maintenance update introduces the following improvements:

Performance improvements

- The speed of note input, and undoing note input, has been substantially increased.
- The speed of changing the pitch of a selection of notes using Alt+up/down arrow has been substantially increased.
- The speed of adding and removing players in Setup mode has been substantially increased.
- Unnecessary screen redraws during editing operations have been eliminated, providing a substantial improvement in the speed of redraw during editing operations.
- The speed of creating a new project from a template has been substantially increased.
- The speed of entering and working within Print mode has been substantially increased.

Articulations

A new group of options **Slurs** on the **Articulations** page of **Engraving Options** allow you to determine whether articulations of force (accent, marcato) or articulations of stress (stress, unstress) should be positioned inside or outside slur endpoints.

A new option **Position of tenuto relative to tied notes** has been added to the **Ties** group on the **Articulations** page of **Engraving Options**, allowing you to choose whether tenuto articulations should be positioned on the first or last note of a chain of tied notes by default. An additional property has also been added to allow this default to be overridden for an individual tenuto.

Beams

A new option has been added to the **Advanced Options** section of the **Slants** group on the **Beams** page of **Engraving Options**, allowing you to specify whether beams containing repeated patterns of pitches should be allowed to have slants, or should always be horizontal.

Brackets and braces

A new option has been added to the **Approach** group on the **Brackets and Braces** page of **Engraving Options**, allowing you to specify whether groups consisting of a single staff should show a bracket.

Two new choices have been added to the **Ensemble type** option in the same group: **British brass band** (which provides separate bracketing groups for cornets; flugelhorn; tenor horns; baritone horns; trombone and bass trombone; euphonium; and percussion), and **Big band** (which provides separate bracketing groups for saxophones; trumpets; trombone and bass trombone; and rhythm section).

Key signatures and accidentals

- Instruments with **(no key)** in their names (e.g. French horn, timpani, etc.) are now correctly created with no key signatures, and instead show accidentals on every note as necessary.
- An open or atonal key signature can now be created via the **Shift+K** popover by typing **open** or **atonal**.
- It is now possible to change the enharmonic spelling of notes in part layouts independently of the full score layout.

Licensing

When using a time-limited or trial license, Dorico will now report the time remaining in the license at start-up, every 10 days, and every day during the final five days of the license period.

Lyrics

New **Minimum distance from other items** option in the **Vertical Position** section of the **Lyrics** page in **Engraving Options** provides a small amount of padding between items protruding outside the staff and the closest edge of the innermost line of lyrics.

New option to show or hide elision slurs on lyrics in Japanese and other East Asian languages by default, in the **East Asian Lyrics** section of the **Lyrics** page in **Engraving Options**. In addition, there is a new property to override this default setting for an individual lyric.

Note input and editing

- A new scissors tool (shortcut **U**) has been added. Outside of note input, the scissors tool will remove any ties in the selected notes and chords. Inside note input, the scissors tool will cut any sounding notes in the voice indicated on the caret that are sounding at the current caret position.
- A new option **Play notes during note input and selection** has been added to the **General** page of **Preferences**.

- New **Write ▶ Input Pitch** submenu allows you to choose between inputting in **Written Pitch** or **Sounding Pitch**, which is useful when inputting into transposing instruments or when copying instrumental parts.

Page layout

- The **Edit ▶ Breaks** and **Edit ▶ Note Spacing** menus have been removed, with their functions moved to the **Engrave** menu, in recognition of the fact that system and frame breaks can only be created in Engrave mode. New **Edit ▶ Format Systems** and **Edit ▶ Format Music Frames** submenus have been added, containing not only **System Break** and **Frame Break**, but also **Lock Frame**, **Lock System**, **Make Into System**, and **Make Into Frame**.
- The default key command for system break is now **Shift+S**, and for frame break it is now **Shift+F**.

Playback

- A new option **Suspend audio device in background** has been added to the **General** page of **Preferences**, switched off by default. When switched on, this option releases the audio device when Dorico loses focus, unless it is playing back at the time, in which case Dorico retains ownership of the audio devices so that playback can continue.
- Basic playback of changes in playing techniques has now been implemented for HALion Symphonic Orchestra, allowing playback of e.g. pizz. and arco instructions.
- The Mixer window now labels each fader with the plug-in output channel and the short instrument name, and each fader is also color-coded using the same colors used in the track header for each instrument in Play mode.
- The playhead is now shown in Play mode, and it moves through the music during playback.

Selections

- Navigating around the music with the arrow keys in Write mode has now been substantially improved.
- Use **Tab** and **Shift-Tab** to select the next/previous barline in Write mode.
- It is possible to start navigation in Write mode without the mouse: simply press any arrow key, which will select the first item closest to the top left corner of the view.
- Extending the selection by holding **Shift** and using the arrow keys now works more reliably; hold **Ctrl** (Windows) or **Command** (Mac) to extend the selection by a bar at a time.
- Clicking within the staff but not on a note or other item now selects all of the music in that bar on that staff; hold **Shift** and click on another item or a blank part of the same or another to extend the selection.

- New **Edit ▶ Select to End of System** and **Edit ▶ Select to End of Flow** menu items, to quickly extend the selection on the selected staff or staves to the end of the system or the end of the flow, respectively. In addition, **Edit ▶ Select All** now works as expected.
- Holding **Ctrl** (Windows) or **Command** (Mac) while making a marquee selection now adds to an existing selection; holding **Ctrl+Alt** (Windows) or **Command+Opt** (Mac) while making a marquee selection now subtracts from an existing selection.
- The middle mouse button can now be used instead of **Shift** to toggle between the default action when clicking and dragging, i.e. between moving the view or making a marquee selection.
- Dragging a marquee selection over a barline will no longer select the barline.

Time signatures

Hidden time signatures are now shown using signposts, which allows them to be selected for copying and pasting, or for deletion. A new **View ▶ Signposts ▶ Time Signatures** menu item allows you to choose whether or not signposts for hidden time signatures should be displayed.

Transposing

A new **Write ▶ Transpose** dialog has been added, allowing the selected music or, if there is no selection, the entire flow to be transposed. Transposition can be specified either by quality of interval (e.g. major, minor, perfect, augmented, diminished) or by number of divisions of the octave. The dialog will not allow illegal transpositions that would result in notes that cannot be notated (e.g. sharper than a triple sharp, or flatter than a triple sharp, or using a microtonal accidental that does not exist in the current tonality system).

In addition, a new **Write ▶ Add Notes Above or Below** dialog has been added, allowing the addition of notes of a given interval above or below the selected notes, providing a quick way of building chords over an extended passage of music.

Tuplets

Tuplets now show signposts if the tuplet ratio number/string is hidden, which allows them to be selected for copying and pasting, or for deletion. A new **View ▶ Signposts ▶ Tuplets** menu item allows you to choose whether or not signposts for hidden tuplets should be displayed.

Vertical spacing

A new **Staff Spacing** section has been added to the left-hand panel in Engrave mode, allowing you to edit the vertical spacing of the music when switched on. Staves can be dragged with the mouse by clicking anywhere in the staff itself, or in

the handle at the left-hand side of the system. The whole system can be dragged by clicking in the colored stripe immediately above the top staff in the system.

Hold **Alt** while dragging a staff or system to also adjust the distance between all of the staves and systems below the staff or system being dragged, when there is no further room at the bottom of the music frame.

Use the up/down arrow keys to select the handles at the left-hand side of the system; use **Tab** to cycle between selecting handles for systems and handles for staves. Hold **Shift** and use up/down arrow to extend the selection to the handle above/below.

Nudge the selected staff, staves and/or systems using **Alt**+up/down arrow, and add **Ctrl** (Windows) or **Command** (Mac) to nudge in larger steps.

Use **Alt+J/K** to nudge the selected staff, staves and/or system such that the distance between all of the staves and systems below the staves being nudged will also change, once there is no further room at the bottom of the music frame.

When a staff or system has an overridden position, its handle or the colored stripe will be colored red. To remove a specific override, select the relevant handle and click **Delete**.

To specify an exact distance, click on the numeric read-out in the left-hand margin, which allows the entry of a specific measurement, using the preferred units of measurement as determined in Preferences.

To clear all overrides in the selected frame, choose **Engrave ▶ Reset Staff Spacing**.

To copy the staff spacing from one page to other pages within the layout, click **Copy Staff Spacing** in the **Staff Spacing** section of the left-hand panel. A dialog appears in which you can choose the source page and range of destination pages. The staff spacing will be copied if the destination page has the same number of systems each containing the same number of staves as the source page.

If the layout of music within the music frame changes because the music is cast off again, any staff spacing overrides for that passage of music will be removed.

Voices

- The option **Gap between adjacent noteheads in different voices** in the **Voices** section of the **Notes** page of the **Engraving Options** dialog now respects negative values, allowing notes a second apart in opposing voices to be positioned more closely together.

- New **Edit ▶ Voice** submenu, containing options to change the default stem direction of the voice of the selected note, or if note input is active, to change the default stem direction of the voice indicated on the caret.

VST Expression Maps

- A new dialog **Play ▶ VST Expression Maps** has been added, allowing you to create and edit expression maps to determine how changes in playing technique should be handled by the chosen virtual instrument.
- VST Expression Maps for Cubase can be imported into your project via **Play ▶ VST Expression Maps**.
- A new **Endpoint Setup** dialog has been added, accessed via each entry in the **VST Instruments** panel in Play mode, allowing you to specify which expression map is used by each channel on the chosen VST instrument.

Issues resolved

The following table lists all issues that have been resolved in this version:

ID #	Issue
STEAM-4712	<i>Bars:</i> Using the Shift+B popover to delete bars now also adjusts the position of any time signatures and key signatures that are affected by the deletion of bars preceding them.
STEAM-5129	<i>Beaming:</i> The behaviour of Edit ▶ Beaming ▶ Beam Together has been improved such that any selection that includes a tied note at its start or end will produce the expected beaming.
STEAM-5040	<i>Beaming:</i> A problem whereby rests under beams could be positioned incorrectly under some circumstances has been fixed.
STEAM-5003	<i>Brackets and braces:</i> The options to show sub-brackets and to draw sub-brackets using braces on the Brackets and Braces page of Engraving Options now work as expected.
STEAM-5094	<i>Brackets and braces:</i> Organ instruments with three staves now correctly show a brace spanning the upper two manual staves, leaving the pedal staff unbracketed.
STEAM-4997	<i>Brackets and braces:</i> Groups of players created in the Players panel in Setup mode now have separate brackets.
STEAM-4981	<i>Brackets and braces:</i> Staff labels now draw correctly even when partially out of the viewport.
STEAM-5050	<i>Brackets and braces:</i> Long staff labels are now automatically wrapped if they exceed half the width of the music frame.
STEAM-5099	<i>Brackets and braces:</i> Instruments whose names have been overridden are no longer automatically numbered.
STEAM-5119	<i>Brackets and braces:</i> Saving and reloading a project in which there are multiple groups of players no longer incorrectly changes the order of players on reloading.
STEAM-4944	<i>Copy and paste:</i> Copying and pasting individual dynamics from within a larger group of dynamics will now create new groups containing only the selected dynamics, rather than all of the dynamics from the original groups.

ID #	Issue
STEAM-4948	<i>Copy and paste:</i> Items of different types that are either specific to staves or voices are now mapped consistently when pasting, so that they don't end up on different staves than expected.
STEAM-5085	<i>Copy and paste:</i> Attempting to paste an implicit rest followed by an explicit rest no longer causes a crash.
STEAM-5007	<i>Copy and paste:</i> When copying and pasting a selection that includes one or more empty instruments, the destination passage will also offset the appropriate number of empty instruments.
STEAM-5027, STEAM-5041	<i>Copy and paste:</i> It is now possible to copy from e.g. the right-hand staff of a piano instrument to the left-hand staff, provided the source selection contains only material from a single staff.
STEAM-5030	<i>Copy and paste:</i> When copying and pasting dynamics, the pasted dynamics are now correctly left selected.
STEAM-4837, STEAM-4839	<i>Copy and paste:</i> Pasting material that includes dynamics or slurs into other staves at the same rhythmic position now result in the pasted dynamics and slurs becoming linked to the dynamics and slurs on the source staves.
STEAM-5086	<i>Dynamics:</i> Attempting to set the color of a selected hairpin in Engrave mode no longer causes a crash.
STEAM-4911	<i>Holds and pauses:</i> It is now possible to add a fermata to the final barline of a flow written in open meter.
STEAM-5181	<i>Holds and pauses:</i> A transitory spacing problem that could result in adding a caesura not resulting in space being added immediately has been fixed.
STEAM-5145	<i>Holds and pauses:</i> Fermatas attached to barlines now always draw correctly in galley view.
STEAM-5116	<i>Holds and pauses:</i> Fermatas attached to barlines no longer sometimes cause a bar number at the start of the system to move incorrectly.
STEAM-5171	<i>Instrument changes:</i> Instrument change warning labels now appear correctly when the new instrument starts playing on the following system
STEAM-5167	<i>Instrument changes:</i> Instrument changes that occur near the start of the flow are now snapped to the start of the flow if the first instrument held by the player doesn't play at all before the new instrument starts playing.
STEAM-5160	<i>Instrument changes:</i> The light blue staff labels in galley view are now shown on each instrument, rather than for each player, making it easier to identify which staff is for which instrument held by each player.
STEAM-5131	<i>Key commands:</i> Key commands shown in tool tips are now correctly updated when key commands are edited.
STEAM-4672	<i>Key commands:</i> Setting a key command in the global context now correctly reports if there is a conflict with the same key combination in another context.
STEAM-4985	<i>Key signatures and accidentals:</i> Attempting to create a new accidental type in the Edit Tonality System dialog no longer causes a crash if an existing accidental is not already selected.
STEAM-5095	<i>Key signatures and accidentals:</i> The Edit Key Signature dialog now correctly uses the bass F clef rather than the baritone F clef.
STEAM-5057	<i>Key signatures and accidentals:</i> Custom key signatures that use a newly-created accidental type are now shown correctly in the Custom Key Signatures section of the Key Signatures panel in Write mode.

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STEAM-5194	<i>Key signatures and accidentals:</i> Custom key signatures now show the name supplied by the user as a tool tip when hovering over their button in the Key Signatures panel.
STEAM-5136	<i>Key signatures and accidentals:</i> Custom key signatures now transpose correctly in layouts set to transposing pitch rather than concert pitch.
STEAM-5028	<i>Key signatures and accidentals:</i> Repitching notes now works correctly in key signatures that have been chosen because they show one fewer sharp or flat than the enharmonic equivalent for transposing instruments.
STEAM-5070	<i>Layout Options:</i> Saving layout options as the defaults for future projects no longer causes new layouts to have either the wrong players and flows or no players and flows at all to be attached to them by default.
STEAM-4986	<i>Layout Options:</i> The option Use optical spacing for beams between staves on the Note Spacing page of Layout Options is now switched on by default in part layouts in new projects.
STEAM-5130	<i>Layout Options:</i> If the saved layout options refer to a non-default set of master pages that is not available in the new project, Dorico no longer crashes when creating the project.
STEAM-5001	<i>Lyrics:</i> Lyrics assigned to different voices but with the same line number now have the same vertical position.
STEAM-5107	<i>Lyrics:</i> Lyric extender lines and hyphens now stop correctly before the systemic barline at the end of the system.
STEAM-5065	<i>Multi-bar rests:</i> Grace notes positioned before a barline now draw correctly if the bar to which they are attached becomes consolidated into a multi-bar rest.
STEAM-5093	<i>Multi-bar rests:</i> Fermatas now correctly cause multi-bar rests to break.
STEAM-5237	<i>MusicXML import:</i> Key signatures in MusicXML files that specify a number of fifths but no mode now import correctly.
STEAM-4812	<i>Note input and editing:</i> Using Space to advance a hairpin past a tuplet no longer engages sticky tuplet input, causing subsequent music to be overwritten unexpectedly.
STEAM-5138	<i>Note input and editing:</i> It is now possible to create a tied note longer in duration than a maxima, or 64 quarter notes (crotchets).
STEAM-5002	<i>Note input and editing:</i> When using Lock to Duration, the caret now correctly advances to the end of the last note in the voice whose notes are being repitched.
STEAM-4760	<i>Note input and editing:</i> It is now possible to play chords on your MIDI keyboard when inputting ties with T or when Lock to Duration is active.
STEAM-5072	<i>Note input and editing:</i> The first note input via the mouse can now have an accidental and a rhythm dot if chosen from the panel.
STEAM-5078	<i>Note input and editing:</i> Double-clicking to start note input in galley view now always shows the caret at the correct location.
STEAM-5172	<i>Note input and editing:</i> MIDI step-time input now correctly compensates for the octave transposition of the instrument (e.g. piccolo, double bass, guitar, tenor voice), if any.
STEAM-5188	<i>Page layout:</i> Graphics placed in graphics frames on master pages are now correctly saved and loaded with the project.

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STEAM-5083	<i>Page layout:</i> A problem that prevented text frames from being deleted in some circumstances has been fixed.
STEAM-5092	<i>Page layout:</i> Using the formatting commands (e.g. make into system/frame, lock system/frame) in one layout no longer incorrectly removes formatting from other layouts.
STEAM-4984	<i>Page layout:</i> You can now remove overrides from all pages in the layout by clicking the Remove Overrides button in the Pages section of the right-hand panel in Engrave mode with no pages selected.
STEAM-4886	<i>Playback:</i> Dorico will now load sounds into all 16 channels of each instance of HALion Sonic SE, rather than leaving the final channel in each instance empty.
STEAM-4496	<i>Playback:</i> Dorico now compensates correctly for HALion patches that are transposed by one or more octaves (e.g. double bass, bass guitar).
STEAM-4792	<i>Playback:</i> The playback of hairpins has been improved such that immediate dynamics at either or both ends of the hairpin are now properly respected.
STEAM-4988	<i>Playback:</i> Attempting to open another project when the Mixer window is already open for the current project no longer causes Dorico to hang.
STEAM-4955	<i>Playback:</i> The default voice count for HALion Sonic SE in new projects has been increased from 128 to 512.
STEAM-4998	<i>Print mode:</i> A problem whereby staff lines or other lines could appear the wrong thickness on the second and subsequent pages of exported PDFs has been fixed.
STEAM-5098	<i>Print mode:</i> Exporting graphics files from multiple layouts in a single operation no longer causes a crash.
STEAM-5042	<i>Print mode:</i> The default dots per inch (dpi) value for exported graphics is now 150dpi instead of 72dpi.
STEAM-5097	<i>Print mode:</i> Exporting multiple graphics no longer prompts separately to overwrite any found files: you can simply confirm that you want to overwrite all existing files at once.
STEAM-5125	<i>Print mode:</i> The Watermark text in the Annotations section of the print options panel will no longer be cleared incorrectly in the event that multiple selected layouts have conflicting values.
STEAM-5219	<i>Print mode:</i> Attempting to overwrite a graphics file that is locked by the filesystem (e.g. because it is open in another application) will no longer cause a crash.
STEAM-4834	<i>Properties:</i> It is no longer possible to set the values for dot diameter, dash length, and gaps between dots and dashes for ties and slurs to zero.
STEAM-5063	<i>Properties:</i> Properties for X and Y offset for force and combined dynamics now appear correctly.
STEAM-4570	<i>Rehearsal marks:</i> Rehearsal marks are now correctly centered above double and repeat barlines.
STEAM-4570	<i>Rehearsal marks:</i> If the option to position rehearsal marks at the start of the system is chosen, the rehearsal marks are now correctly left-aligned with the systemic barline.
STEAM-5035	<i>Rests:</i> Rests that have properties set on them, e.g. to force a specific duration or to set a particular staff position, are now positioned in a manner consistent with other rests that don't have properties set.

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STEAM-5204, STEAM-4848	<i>Rests:</i> It is now possible to select all individual rests in Engrave mode.
STEAM-4979	<i>Selection:</i> A problem whereby the marquee rectangle could be left behind if you hit Esc during a marquee selection has been fixed.
STEAM-5143	<i>Slurs:</i> A problem that prevented slurs starting in one voice and ending in another from being created correctly has been fixed.
STEAM-4953	<i>Tempo:</i> The Shift+T popover for tempo input is now much more flexible and will allow a much wider set of terms to be input.
STEAM-5015	<i>Text:</i> Edit ▶ Reset Appearance now clears any changes of font, size, and other typographical control in a selected text item.
STEAM-5142	<i>Text:</i> A problem whereby some Japanese fonts were truncated during text editing has been fixed (Mac only).
STEAM-5061	<i>Text:</i> Creating a new text frame on a master page now sets the default paragraph style correctly.
STEAM-4975	<i>Text:</i> It is now possible to jump to the name of a specific font in the list of fonts in the text editor popover by typing the first letter or two of its name.
STEAM-5055	<i>Text:</i> Text frames that are too full now correctly truncate the text within the frame, rather than allowing the text to flow outside the frame.
STEAM-5043	<i>Text:</i> Copying and pasting text into Dorico from another application no longer causes the formatting of the text in the frame to be messed up.
STEAM-5044	<i>Text:</i> It is now possible to use the Unicode Hex Input input method to input extended Unicode characters into the text editor within Dorico (Mac only).
	<i>Text:</i> Paragraph styles in newly-created projects now inherit many of their settings from the Default Text paragraph style, making it possible to quickly change the main text font in use in your project by editing the Default Text paragraph style.
STEAM-5154	<i>Time signatures:</i> Newly-created time signatures now correctly show that they are selected after creation.
STEAM-5207	<i>User interface:</i> The Layout Options , Notation Options , and Engraving Options dialogs now remember which page you were last looking at when you opened the dialog, and show that page when the dialog is reopened.
STEAM-5208	<i>User interface:</i> A read-out of the current page size using the user's preferred measurement unit has been added to the Page Setup page of Layout Options .
STEAM-5182	<i>User interface:</i> The view type selector in the status bar no longer gets out of sync with the actual view used when switching layout.
STEAM-4656	<i>User interface:</i> When switching between modes, the state of the Hide/Restore Panels button on the toolbar correctly reflects which panels will be shown or hidden when clicked for that mode.
STEAM-5081	<i>User interface:</i> Dorico no longer crashes when you right-click on a tab and choose to create either a vertical or horizontal split.
STEAM-4978	<i>User interface:</i> Dorico no longer allows the Mixer or Transport windows to be shown as full screen windows (Mac only).

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STEAM-4956	<i>User interface:</i> The buttons on the toolbar to hide or show the Mixer and Transport windows now correctly reflect whether or not the Mixer and Transport windows are actually shown.
STEAM-4908	<i>User interface:</i> When closing the final project window and the Steinberg Hub is set not to reappear, the menus no longer disappear (Mac only).
STEAM-4528	<i>User interface:</i> New Write ▶ Create Voice and Next Voice menu items, intended to make the Shift+V and V key commands for use in note input more discoverable.
STEAM-4039	<i>Zoom:</i> The behaviour of zooming in when the selected item is close to the edge of the viewport has been improved.
STEAM-5166	<i>Zoom:</i> A problem whereby Dorico could crash when switching window mode when the zoom level is set to Whole page has been fixed.
STEAM-5089	<i>Platform support:</i> Dorico now uses DirectWrite to render all text and glyphs in its user interface, which should resolve the problem with icons appearing stretched or out of proportion until Dorico is restarted (Windows only).
STEAM-4992	<i>Localization:</i> The names of templates that appear in the Steinberg Hub are now localised.
STEAM-5305	<i>Localization:</i> Typing characters that require the use of the Alt modifier (e.g. [,] and) into popovers now works correctly on non-English keyboards.
STEAM-5312	<i>Localization:</i> A number of problems with keys that produced accented characters when specifying key commands in the Key Commands page of Preferences have been fixed.
STEAM-4893	<i>Localization:</i> The handling of key commands in the Japanese language version of Dorico has been overhauled.
STEAM-5310	<i>Localization:</i> Changing the keyboard language on the Key Commands page of Preferences now takes effect immediately, rather than requiring a restart of Dorico.
STEAM-5313, STEAM-5314	<i>Localization:</i> The default key commands for French, Spanish, Italian, and Portuguese have been revised in relation to the various keyboard handling fixes.

Dorico 1.0.0

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Initial release version.



Known issues and solutions

Frequently asked questions

Answers to frequently asked questions about Dorico can be found online in the [Dorico forum](#).

Knowledge base

For the latest information about issues and solutions you may encounter when running Dorico, please [consult the Knowledge Base](#).

Entering the eLicenser Activation Code (Mac only)

When you first run Dorico and are prompted to enter your Activation Code, you may find that after you have successfully activated your Soft-eLicenser, you must quit and restart Dorico for the application to detect that it is fully licensed.

Key commands to transpose notes by an octave (Windows only)

The Intel Graphics Adaptor drivers used by many Windows computers define a default key command to flip the screen by 90, 180 and 270 degrees via a shortcut **Ctrl+Alt+up/down/left/right** arrows.

Ctrl+Alt+up/down option conflicts with the key commands in Dorico note input for transposing notes by an octave.

For information about how to disable the default Intel Graphics Adaptor key command, [consult the Knowledge Base](#).

Audio export

No progress dialog appears on Mac during audio export. A busy cursor will appear for the duration of the export operation. Check that the operation has completed successfully before you try to play back the exported audio file. You can verify that the export has completed successfully by checking the file size of the exported file: if it is reported as 0 bytes, the file is still locked for writing.