

**Finale 2014**  
**Virtual Drumline**  
**Templates**

**Readme**

# Finale VDL Template 2014

September 2014

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# Finale 2014 Virtual Drumline Templates Read Me

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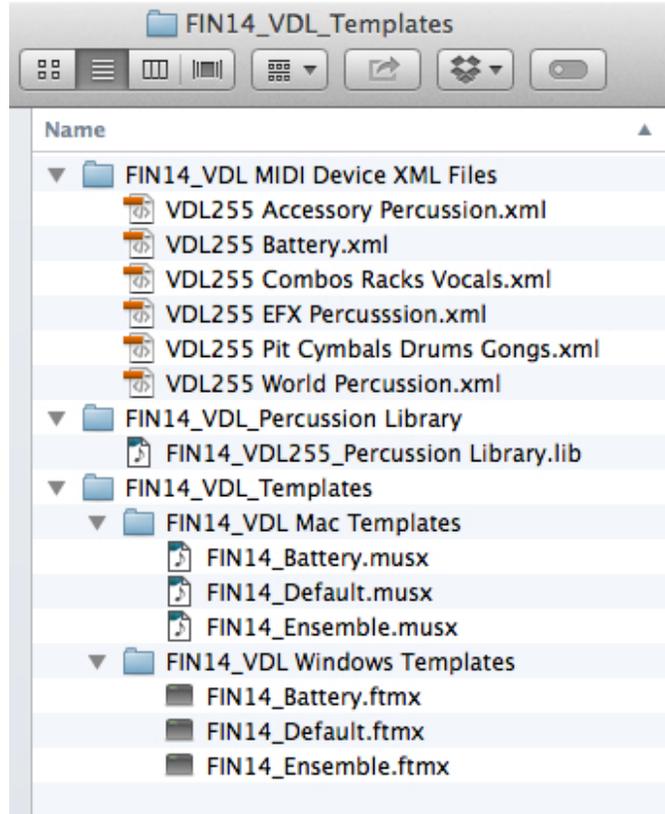
### In Closing

# What's Inside

After downloading and opening, you will find folders for both the Mac and Windows operating systems. Files in each folder are identical, the only differences being file extensions for some of the items.

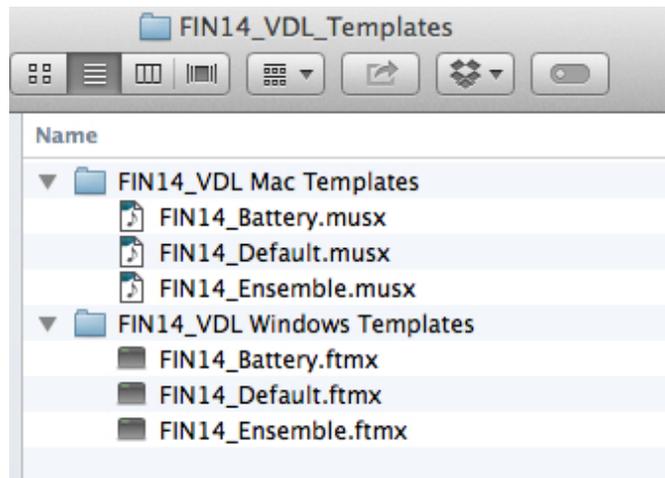
This section explains the basic functions of the various files and where to place them, so that Finale has access to them.

These files are compatible with Virtual Drumline 2.5.5 and Finale 2014.

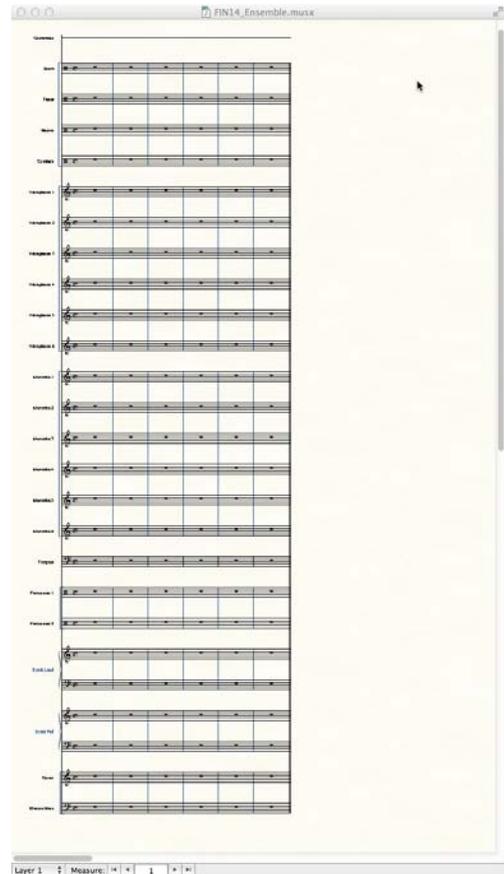


# Template Files

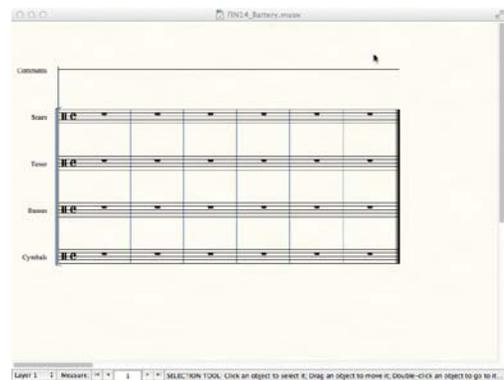
The folder titled FIN14\_VDL\_Templates contains the actual Finale template files for both the Mac and Windows systems. These files are specific to Finale 2014 users. The Template folders include three Finale files, VDL Ensemble, VDL Battery, and VDL Default. Once opened, any of the template files may be modified to meet the needs of the composer and the specific ensemble.



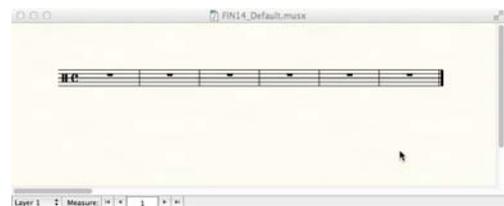
The Ensemble Template includes staves for all battery percussion, front ensemble instruments, and electronic instruments (synths, guitar, and bass). At the top of the score is an additional single line staff for adding text comments or notes. These comments and notes may be added using the Lyrics Tool or hand written into a printed copy of the score.



The Battery Template includes staves for snare, tenor, bass, and cymbal only. It also includes a comment/notes line at the top if the system.



The Default Template is designed as a blank canvas. The composer may create a score for any ensemble while having access to the Virtual Drumline library of sounds.



# Percussion Library File

Name	Date modified	Type	Size
 FIN14_VDL255_Percussion Library	6/30/2014 12:50 PM	Finale Library File	272 KB

This file makes it easy to work with scores from arrangers who may not have Virtual Drumline. It is important to note that this Library file is already loaded into each of the Template files. It is included here to ease working with Finale documents from non-VDL users. In most instances though, using the Default template then copy/paste will work better.

The "FIN14\_VDL255\_Percussion Library.lib" file contains the Percussion Layouts and Text Expressions. Percussion Layouts define note head and staff placement for all of the non-pitched VDL instruments. Text Expressions provide an easy method for including ModWheel and KeySwitch information in your scores. Also included are Text Expressions for use with instrument changes such as switching between mallet types for timpani or keyboard or between different non-pitched percussion instruments.

## Percussion MIDI Maps (XML Files)

Name	Date modified	Type	Size
 VDL255 Accessory Percussion	8/22/2013 1:34 PM	XML Document	24 KB
 VDL255 Battery	8/22/2013 1:34 PM	XML Document	64 KB
 VDL255 Combos Racks Vocals	8/22/2013 1:33 PM	XML Document	36 KB
 VDL255 EFX Percussion	8/22/2013 1:34 PM	XML Document	16 KB
 VDL255 Pit Cymbals Drums Gongs	8/22/2013 1:34 PM	XML Document	32 KB
 VDL255 World Percussion	8/22/2013 1:35 PM	XML Document	20 KB

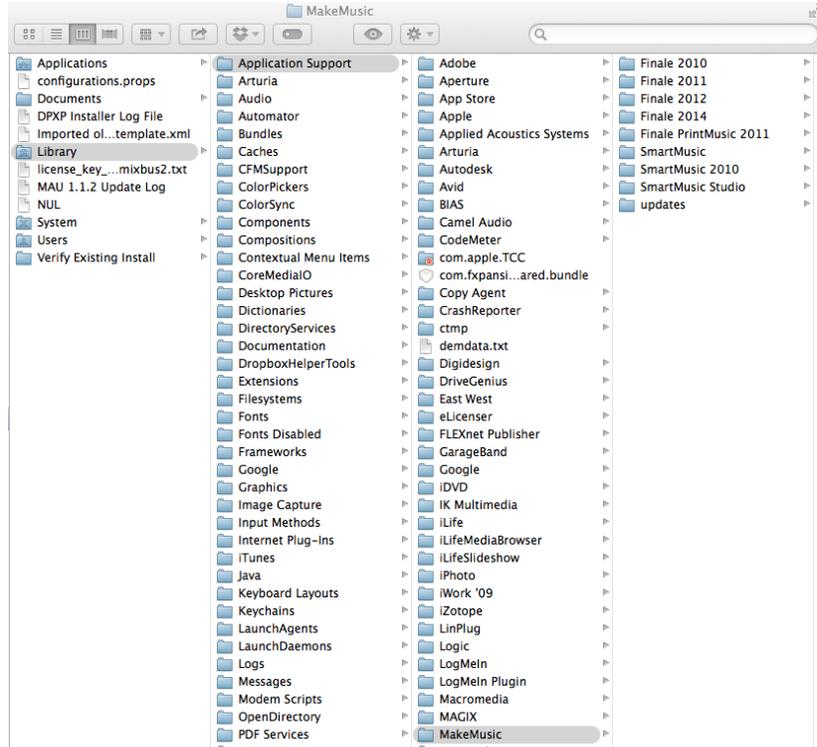
The XML files allow Finale to recognize the various non-pitched percussion sounds of the VDL instruments when communicating with Kontakt Player. Each of these sounds is mapped to a specific midi note number. As an example, the Snareline instrument has many sounds available and each may be heard when pressing the assigned key on a midi keyboard. The XML file contains that midi number and the name of the sound mapped to it for each instrument. This information is then used when creating the Percussion Layouts, connecting midi note number and sound name to staff placement and note head choice.

These XML files are specific to the full version of Virtual Drumline and should not be confused with the "Tapspace Drumline for Finale" which is included with your purchase of Finale 2014.

# Installing the Finale 2014 VDL Files

To effectively use the Finale VDL Templates 2014 files, you must first copy a few items to locations where Finale can properly access them. When you are ready to install, select the folder which matches your operating system, Mac or Windows. It is important to take a moment and review the location where these Finale-VDL support files are kept.

When first installed, Finale places all customizable files (files individual users may wish to edit) in a "common" folder. When Finale is launched, files are copied from this common location to a user-specific location for the account currently logged in.



The specific file locations are:

## Mac OS X

Common: /Library/Application Support/MakeMusic/Finale 2014

User: /(your account)/Library/Application Support/MakeMusic/Finale 2014

## Windows XP

Common: C:\Documents and Settings\All Users\Application Data\MakeMusic\Finale 2014

User: C:\Documents and Settings\(your account)\Application Data\MakeMusic\Finale 2014

## Windows Vista/7/8

Common: C:\ProgramData\MakeMusic\Finale 2014

User: C:\Users\(your account)\AppData\Roaming\MakeMusic\Finale 2014

Please read the Finale Help Guide (Finale Installation Details) or consult the Finale Knowledge Base prior to installing these items. Consult the Operating System Help Guides for information on how to display hidden files and folders.

## **1. Make a Back Up**

To begin, we recommend making a back up copy of the package downloaded from The Write Score. Place it in a location where all files will remain in tact so you have quick access to them in the future.

## **2. Installing the Finale VDL Percussion Library**

In the folder downloaded from The Write Score, locate the file named "FIN14\_VDL255\_Percussion Library.lib". This file is found in the Library File folder matching your current operating system.

Copy and paste this file to the "common" Libraries folder ("common"/MakeMusic/Finale 2014/Libraries).

Mac: /Library/Application Support/MakeMusic/Finale 2014/Libraries  
XP: /Documents and Settings/All Users/Application Data/MakeMusic/Finale 2014/Libraries  
Vista/Windows 7/8: C:\ProgramData\MakeMusic\Finale 2014\Libraries

## **3. Installing the Finale VDL XML Files**

In the folder downloaded from The Write Score, locate the folder named FIN14\_VDL MIDI Device XML Files. Inside you will find six .xml files.

Copy and paste all of these files to the "common" MIDI Device Annotation folder ("common"/MakeMusic/Finale 2014/MIDI Device Annotation).

Mac: /Library/Application Support/MakeMusic/Finale 2014/MIDI Device Annotation  
XP: /Documents and Settings/All Users/Application Data/MakeMusic/Finale 2014/MIDI Device Annotation  
Vista/Windows 7/8: C:\ProgramData\MakeMusic\Finale 2014\MIDI Device Annotation

Notice that the XML file names reflect the current version of Virtual Drumline, 2.5.5. You may keep previous versions of the Library files to assist in working with older scores or versions of Virtual Drumline.

# Working with Finale Templates

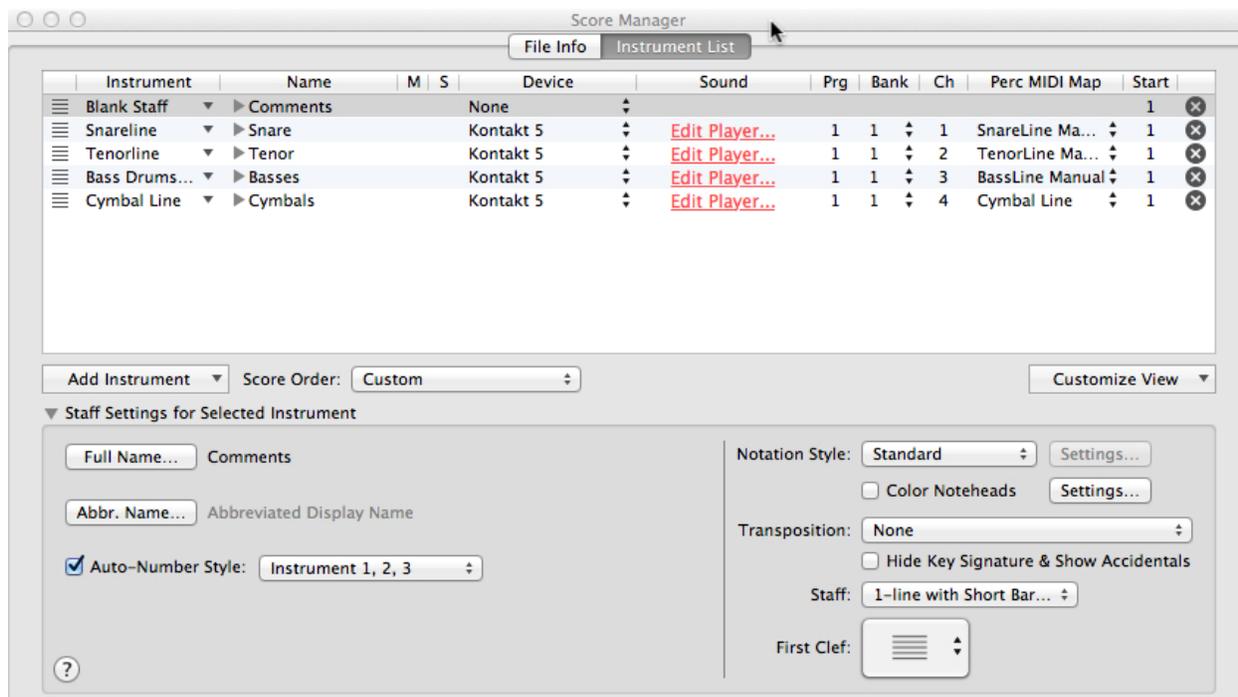
While template files are not new to Finale, they even have a collection of templates included with the program, using templates to their best advantage will be helpful for users of Virtual Drumline. Especially users new to the world of sound libraries, sampling, and notation programs such as Finale.

Earlier, in the installation process, you copied the VDL Templates folder to the common Finale Templates folder. This does several things to assist you when using Finale and these template files.

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 project. You may even make modifications to the original templates and save that new file as a template. This would be especially helpful when creating multi movement projects.

Second, by saving them to this Finale location, Finale treats the templates as though they are pages in a note pad. Every time you begin a new file, Finale "tears off" a blank score to use. This leaves 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 may select a template. Once an untitled copy of that template is open, you may customize the Score Information and Score Settings with the Score Manager.



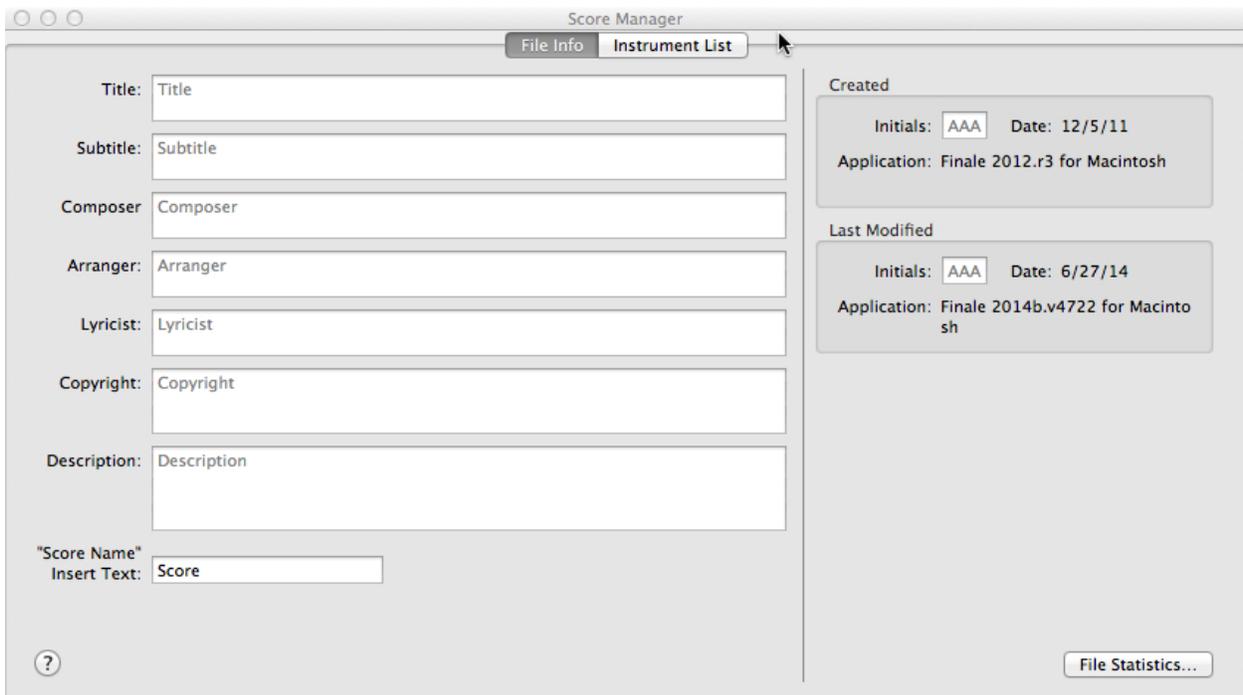
# Percussion Functionality in Finale

While changes to Finale 2014 do not have the same impact on percussion as Finale 2010 or 2012, there have been recent changes to the handling of instruments and the administration of scores. For more detailed information on changes to Finale, please read the Finale Help "New Features in Finale 2014" section. This section of the Read Me will explore how Finale developments directly impact the Templates and their use with Virtual Drumline.

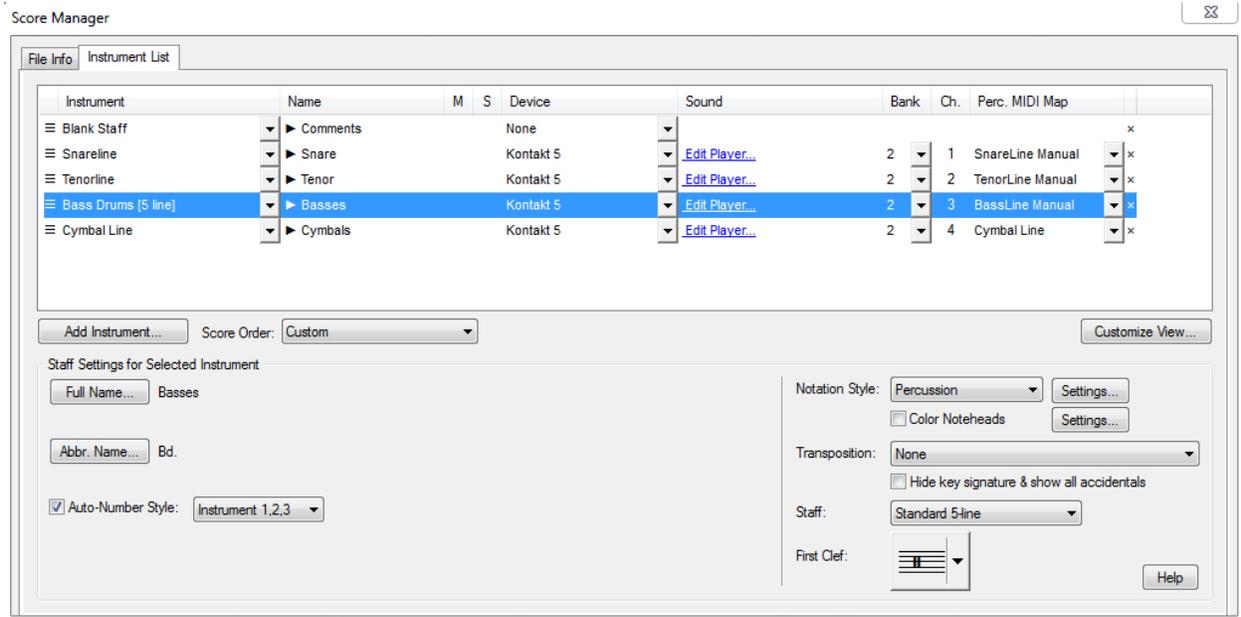
## Score Manager

The Score Manager combines elements previously found in Staff Attributes and the Instrument List with others from the Audio/MIDI menu. The window allows you to view, edit, reorder and delete instrument staves, and handle mid-score instrument changes. This includes the ability to change staff settings, notation style, and transpositions. The Score Manager also allows for assigning Audio Units/VSTs for playback devices and editing the sounds loaded into those devices.

At the top of the Score Manager are two tabs, File Info and Instrument List. The File Info tab allows for entering text information about the score such as title, composer/arranger, and copyright, etc. The text entered here can also be entered when first opening a blank template. Later you may choose to insert these text boxes into your score when creating layouts for printing the score and parts.

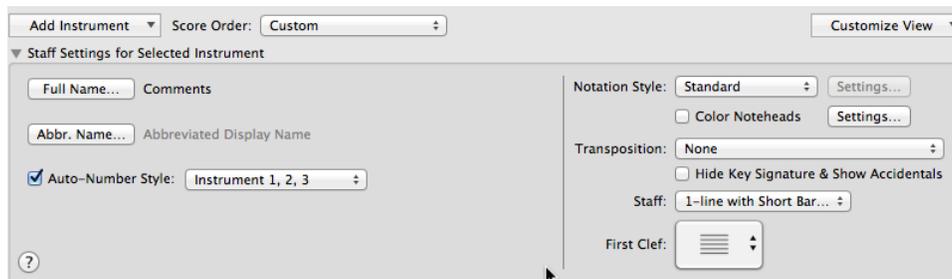


The Instrument List tab has two portions. The top frame displays a list of the instruments, staff names, mute and solo columns, playback devices, a sound column for editing sounds loaded into the playback device, midi bank and channel assignment columns, percussion midi map column, and start measure column. By default some of these columns may not be visible when first opening the Score Manager. By clicking the Custom View button just below the lower right corner of this top frame, you may edit those visible items.



The lower frame of the Instrument List tab is for staff settings. It is appropriately named 'Staff Settings for Selected Instruments'. Using the Up/Down keyboard arrows, you may navigate through your instrument list making changes to Full and Abbreviate Staff Names, Notation Style, Transposition, Staff type, and First Clef.

Between the two portions are buttons for adding instruments to the full score and specifying the score order.

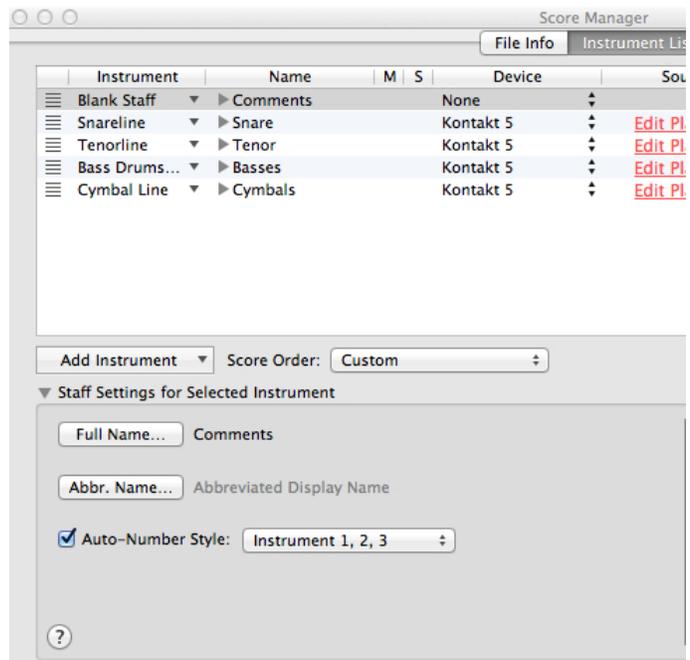


To edit staff names, click either the Full or Abbr. buttons. A dialog box appears. Within this box you may enter the text for the staff name, specify font type and size, and font style. When checked, the Auto-Number Style box allows you to select how multiple staves of the same instrument (such as Marimba 1, Marimba 2, etc.) will be displayed in the score.

To remove a staff from the score, click the X on the right side of the line for the staff you wish to remove.



Adding new instruments to the score and instrument list is as simple as clicking the Add Instrument button. Once clicked a dialog box appears allowing you to specify the instrument. The list of instruments available to add may not include all of the instruments found in Virtual Drumline, but a similar instrument may be added and edited to work with VDL. Adding an instrument within the Score Manager creates a new staff for the entire score. This is not the same as a mid-score instrument or mallet change, which will be covered later.

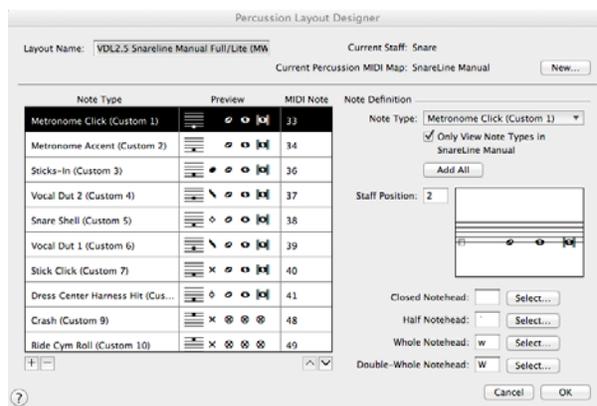


## Playback and Score Manager

There are several areas of the Score Manager affecting the playback of your Finale score. They include the Device, Sound, and Percussion MIDI Maps columns seen in the upper frame, and the Notation Style Settings in the lower frame.

The Device column allows the user to select which AU/VST device (Kontakt, etc.) is assigned to that instrument. Devices such as Kontakt or the Garritan Aria Player allow the user to load several instruments for playback in to a single device. Once a device has been assigned, you may use the Sounds column to load the specific instrument, such as Snareline Manual or Marimba. When working with non-pitched percussion instruments, like Snareline Manual, you will then assign a percussion midi map using the Percussion MIDI Map column. The Percussion MIDI Maps are those XML files copied to the Device Annotation folder when first installing the templates. If this column is not visible, click the Custom View button in Score Manager and check Perc MIDI Map. It should now be visible.

Still working with non-pitched percussion, you would then go to Notation Style, click the button and select Percussion, then click Settings. This brings up a box displaying all of the Percussion Layouts available for Virtual Drumline. If you used early versions of the templates, prior to Finale 2010, this box should look familiar. It was previously found in Staff Attributes. Once displayed, you may select the layout which matches your instrument.

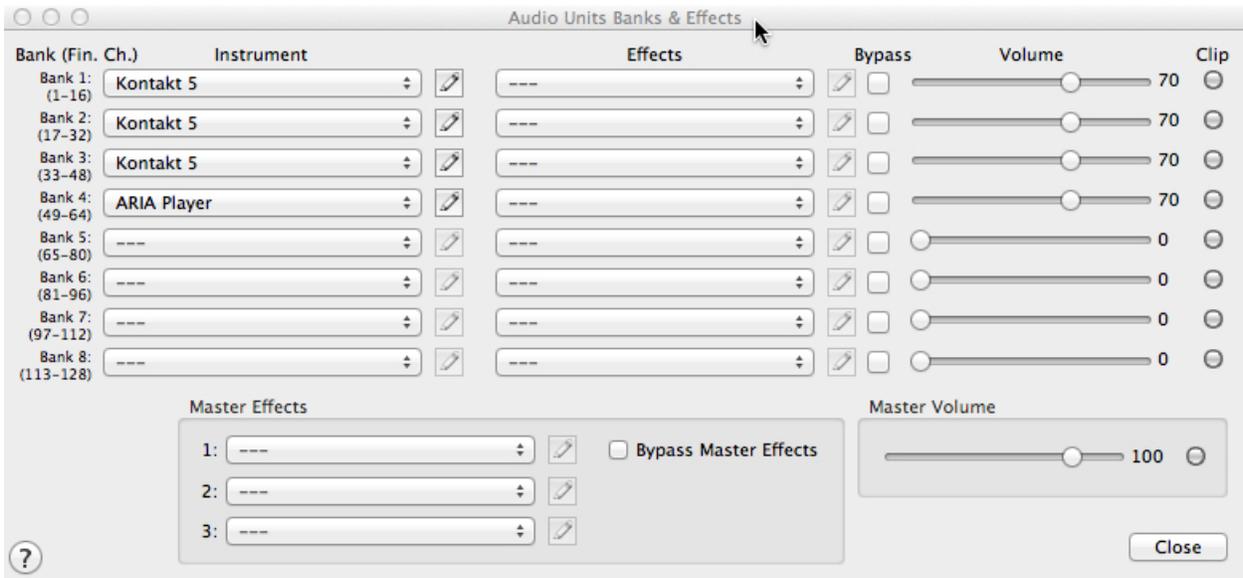


## Mid-score Instrument Changes

When writing contemporary percussion scores, percussionists changing instruments within a score or movement are standard. In this section of the Read Me I will describe several different approaches to handling Mid-Score instrument changes. Each has its pros and cons and best practices for usage.

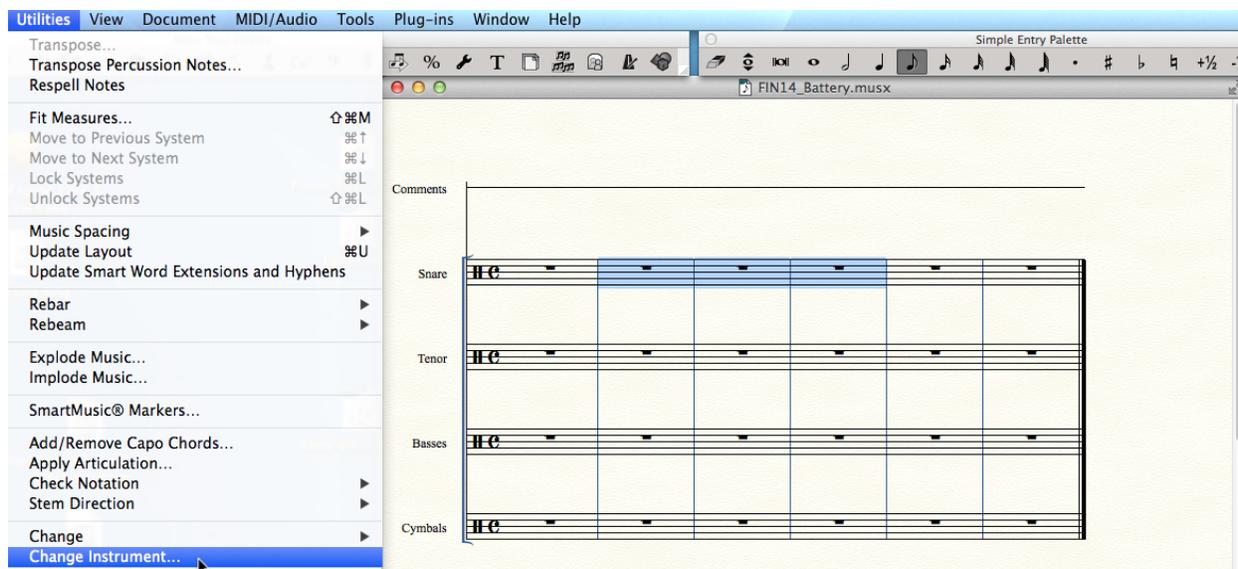
Prior to using the Change Instrument Utility it will be helpful to set up playback for VDL instruments. This is where planning ahead will be beneficial.

Begin with the Audio/MIDI pull down menu and select Audio Units/VST Banks & Effects. Choose a Bank for your Kontakt device. This Bank may be an empty one or one already in use with available midi channels. Click the Pencil icon to the right of your select bank. Once the Kontakt window appears, select and load your VDL instrument. Make note of where the new instrument is located, which Bank and MIDI Channel. Finally, close Kontakt and the Banks & Effects windows.



## Change Instrument Utility

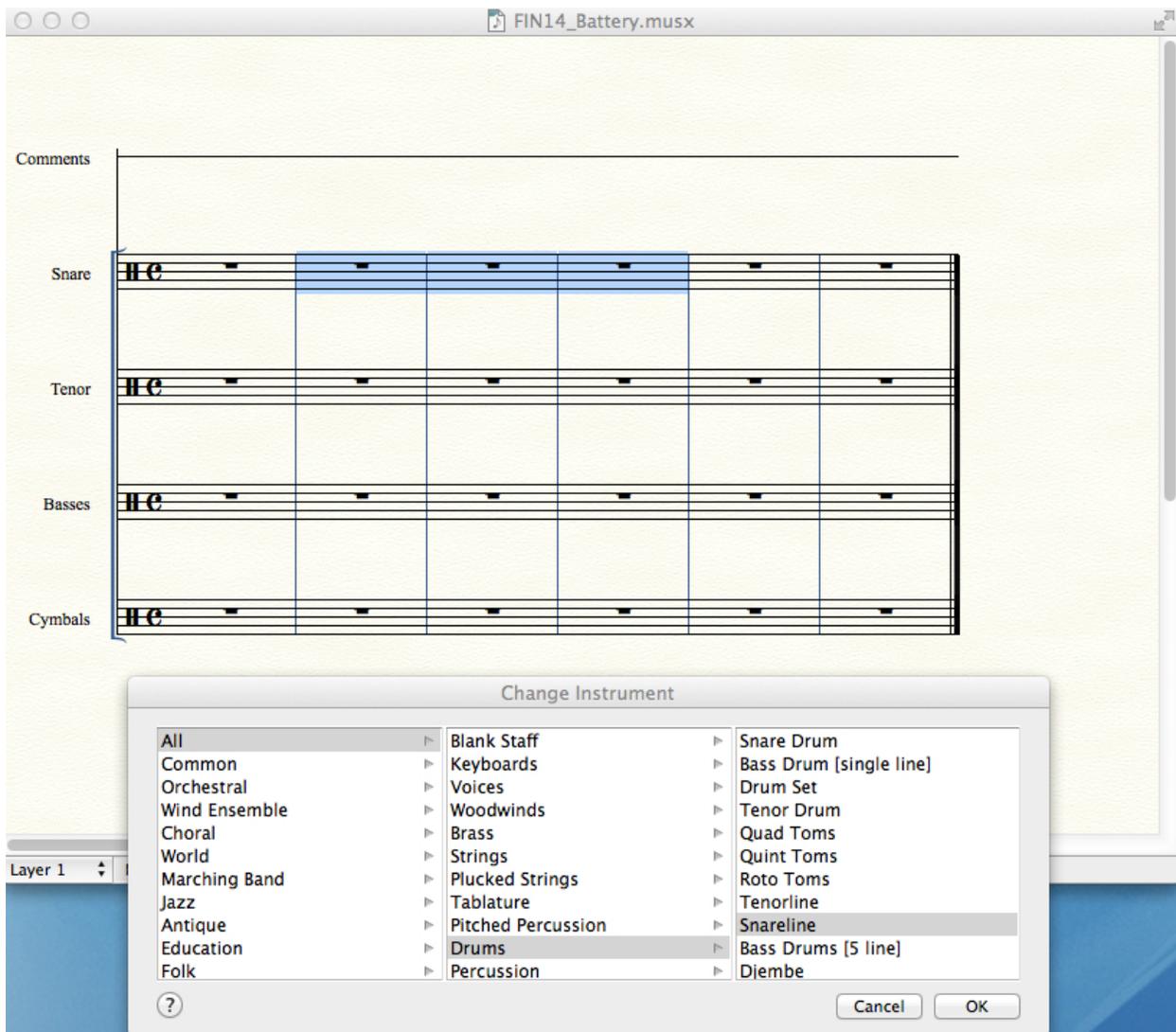
The Change Instrument Utility is a function new to Finale 2012. Using the utility is simple and straight forward. It works with Virtual Drumline when changing pitched and non-pitched percussion. This includes switching from pitched to non-pitched as well.



When creating a new score or working on a continuing project, it is helpful to plan instrument changes prior to writing. Although this is not always possible, it can help with the process. Once you have decided to create an instrument change the steps are as follows:

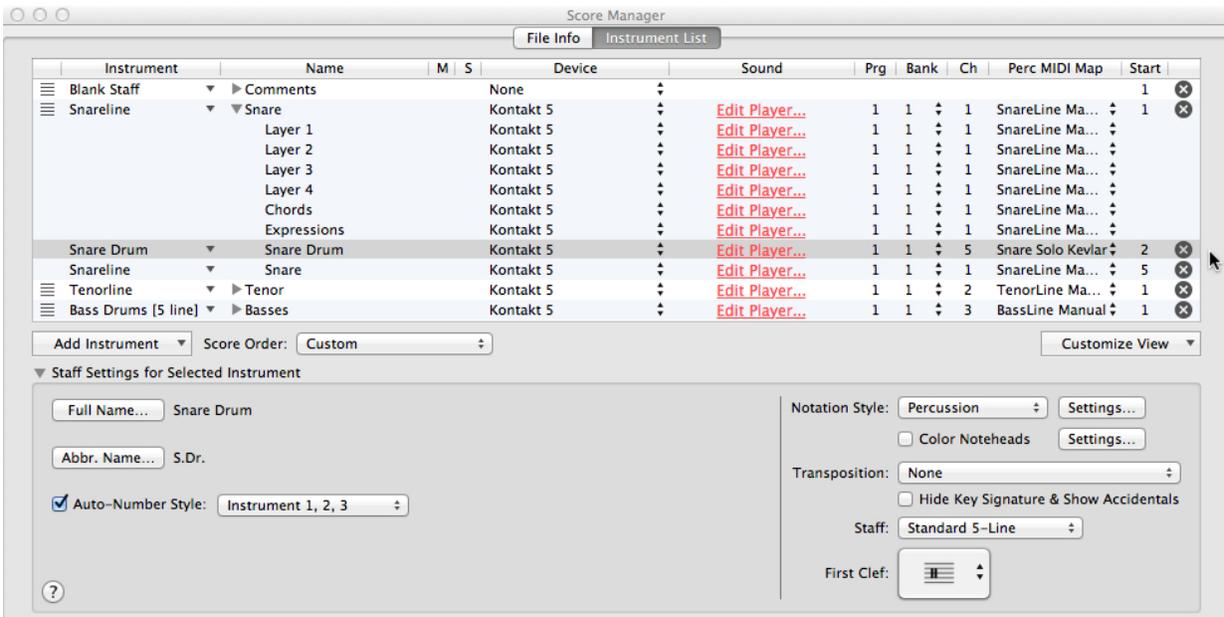
1. Click the Selection Tool
2. Select the region of the staff that will include the instrument change.
3. You must select full measures only, no partial measures.
4. Selecting only 1 measure will change the instrument for the remainder of the score.
5. Selecting more than 1 measure, and Finale will automatically set up a switch back.
6. Choose Utilities > Change Instruments
7. The Change Instrument Dialog box appears
8. Choose the new instrument from the list and click OK

Finale adds the Instrument Change and also adds a change back to the original instrument in the measure after the selected region.



You will have noticed that the list of instruments displayed in the dialog box does not contain any VDL specific instruments. This is not a problem. Select an instrument similar to the VDL instrument you wish to add to your score. The next set of steps describe how to set up playback so that your desired instrument is loaded and functions.

Once you have completed the steps using the Change Instrument Utility, it will be necessary to open the Score Manager window. To view the instrument change, click the grey triangle to the left of the Staff Name. Now set the Bank and MIDI Channel assignments to match the ones set up prior to applying the Change Instrument Utility. If the change involves a non-pitched percussion instrument, you will need to next assign the appropriate Percussion MIDI Map and Layout. If the change is to a pitched percussion instrument the MIDI Maps and Layouts are not required. However, you may want to change the Transposition setting. When using VDL neither the xylophone nor the glockenspiel require transposition, so set it to None.

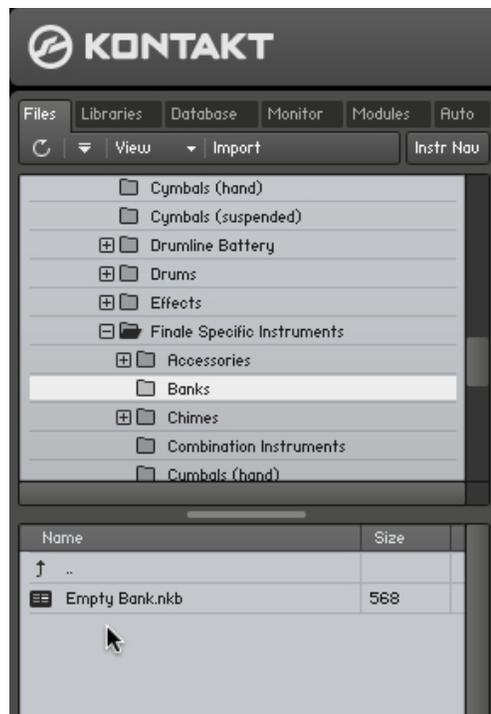


You may now use a Text Expression in the score to indicate the new instrument. All of the VDL instruments may be found in the VDL InstrChanges category of the Text Expression Tool. Text Expressions may be used in a score only as text or to control playback as well. This will be useful in the next method for changing instruments mid-score.

## Using an Empty Bank in Kontakt (Patch Changes)

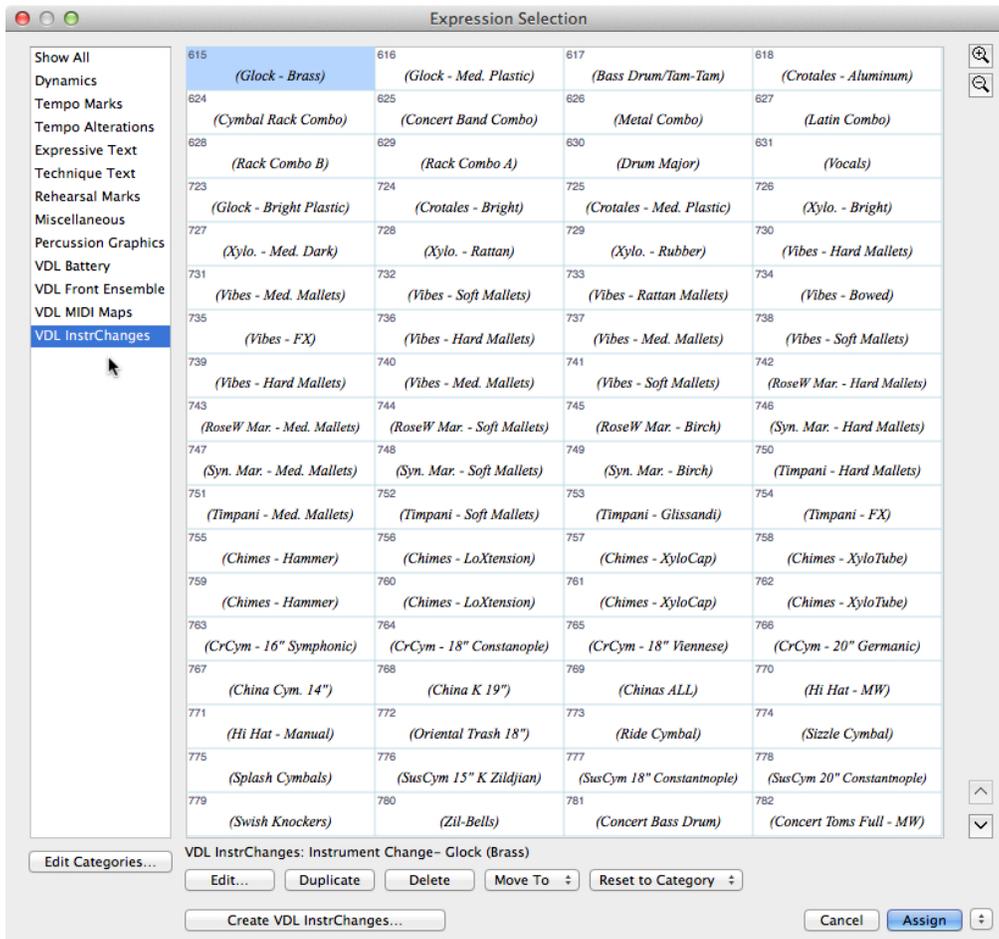
Another method for handling mid-score instrument changes is to use Text Expressions. Text Expressions may be used to indicate dynamics, tempo, and other performance indicators. They may also be used to control playback elements such as patch changes. A patch change is really just switching from one instrument to another during the performance. Switching from concert bass drum to hand cymbals would be a patch change. The real benefit to patch changes when using VDL is the ability to change implements, especially when applied to pitched percussion instruments.

To begin, open the Audio/MIDI menu and continue using the same steps described to load a new instrument into Kontakt. In this case, rather than load a new instrument, find the VDL instrument folder named Banks. Inside you will find VDL instrument named Empty Bank. Load Empty Bank into Kontakt, making note of the midi channel it has been assigned.

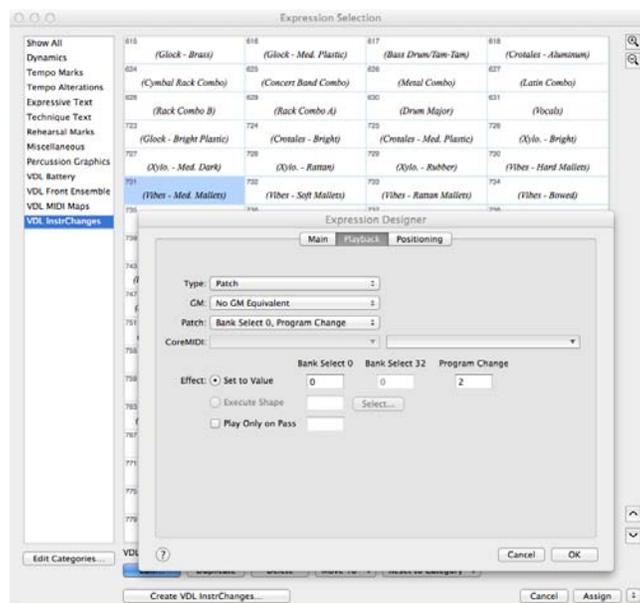


To load instruments into the empty bank, first click the gear icon in the upper left corner. This will display 128 empty patch slots. Now, click and drag your VDL instruments to an empty patch slot. If you double click on a VDL instrument, it will load into the next available midi channel rather than into this empty bank of patch slots. Make note of which instruments you've loaded and their patch slot numbers.





Once set up, you may now use the InstrChanges Text Expressions to indicate changes in the score and parts. It is also possible to use the text expressions to control the instrument changes during playback.



## Using Layers in Finale

Just as with the Change Instrument Utility and patch changes, Finale is capable of handling mid-score instrument changes using Layers. Each staff in a score has 4 layers and each layer may be assigned a different instrument. One advantage to using Layers is the ability to create mid-measure instrument changes. This works best for keyboard percussion, switching from xylophone to glockenspiel for example.

☰	Vibraphone	▼	▼	Vibraphone 1	Kontakt 5	↕	Edit Player...				
				Layer 1	Kontakt 5	↕	Edit Player...	1	2	↕	1
				Layer 2	Kontakt 5	↕	Edit Player...	1	2	↕	9
				Layer 3	Kontakt 5	↕	Edit Player...	1	2	↕	10
				Layer 4	Kontakt 5	↕	Edit Player...	1	2	↕	1
				Chords	Kontakt 5	↕	Edit Player...	1	2	↕	1
				Expressions	Kontakt 5	↕	Edit Player...	1	2	↕	1

Next open the Score Manager Window and click the grey triangle to the left of the instrument name (second column) which will be using the layers. Once that has been completed you should see an expanded menu below the instrument name. Included in the options are Layer 1-4, Chords, and Expressions. For our purposes we are only concerned with Layers 1-4.

The Device column should indicate your version of Kontakt, as that is what is assigned to the staff you are working with. If you have not loaded an instrument yet, you may do so now by clicking Edit Player. Load your VDL instrument of choice, making note of bank and channel assignments. In the Channel column, for the layer you are adding, change the midi channel number to match that of the instrument you have loaded. If your new instrument layer is pitched percussion, everything is finished.

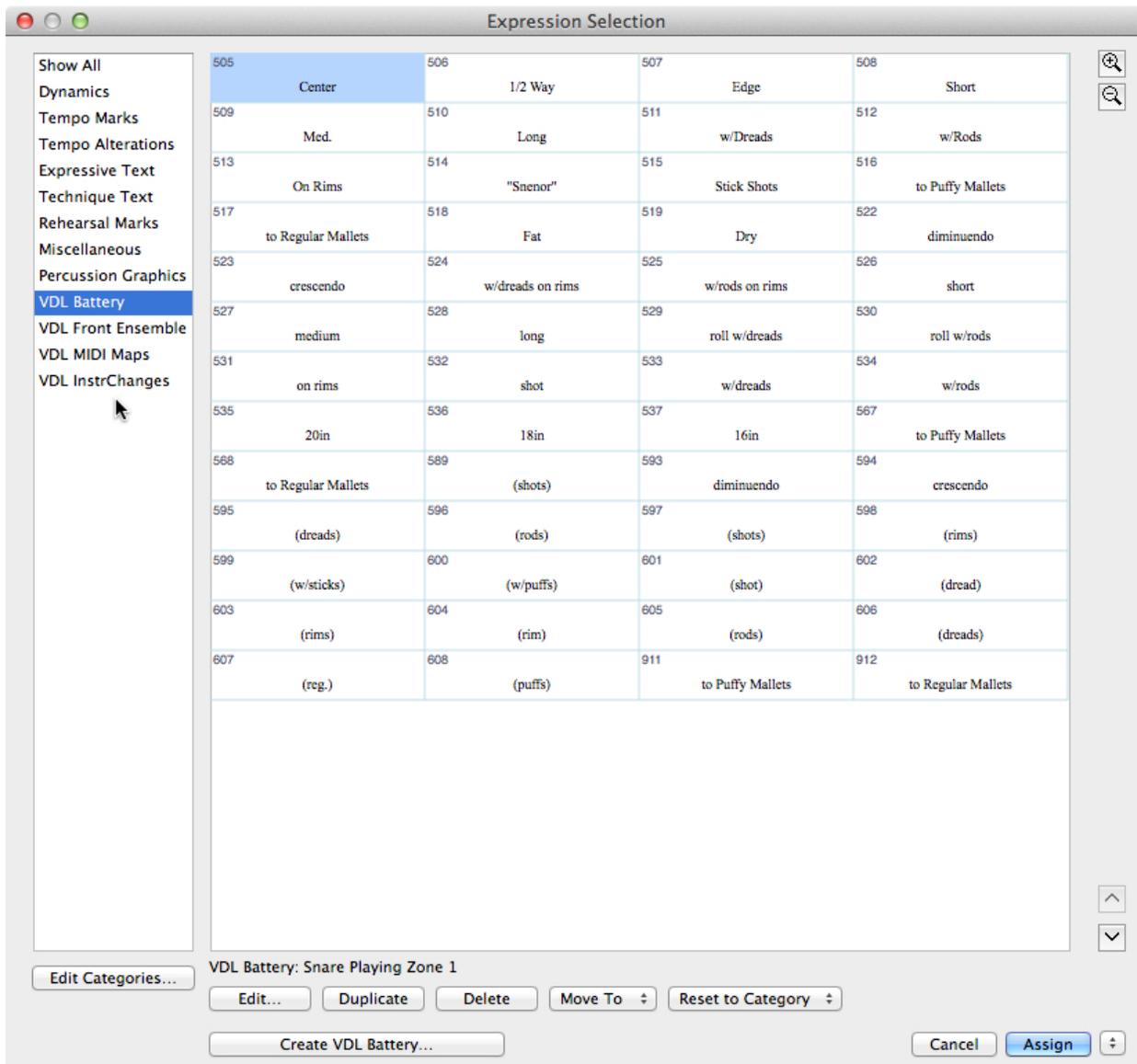


Using Layers with non-pitched percussion is possible, but does require some additional setup. Specifically you would need to create a new Percussion Layout which incorporates the sounds from all of the instruments you wish to include. It may also be necessary to create a new Percussion Midi Map, as all of the VDL sounds use custom note names within Finale. Currently, both the midi maps and layouts are limited to only a single instance of a custom note name or number.

It will be helpful to review the Finale documentation on working with Layers. This will provide information on changing and viewing layers while working with your score.

# Text Expressions with VDL

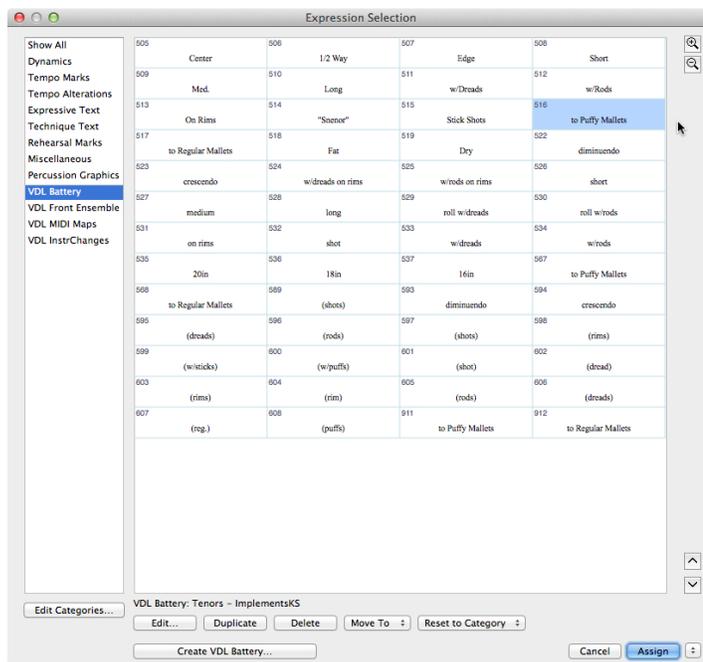
In this section, we will cover Text Expressions and how to use them for more than just written instructions to the conductor and performers. Text Expressions may be useful to control playback as well as provide performance information.



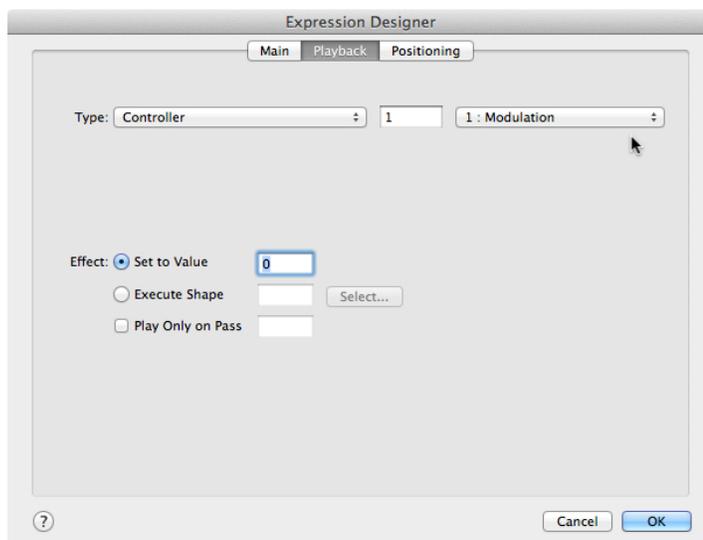
VDL specific expressions are divided into 4 categories, including VDL Battery, VDL Front Ensemble, VDL MIDI Maps, and VDL InstrChanges (Instrument Changes). A fifth category, Percussion Graphics is included as well. Percussion Graphics are based on the Finale Percussion Font. There are no playback instructions assigned to this last category.

## Key Switch (KS) and Mod Wheel (MW) Text Expressions

Key Switch expressions are included in several instruments primarily as implement changes. They may be found in the Tenor and Bass Line instruments to switch between regular and puff mallets and in the Drum Set instruments to turn on/off the snares.



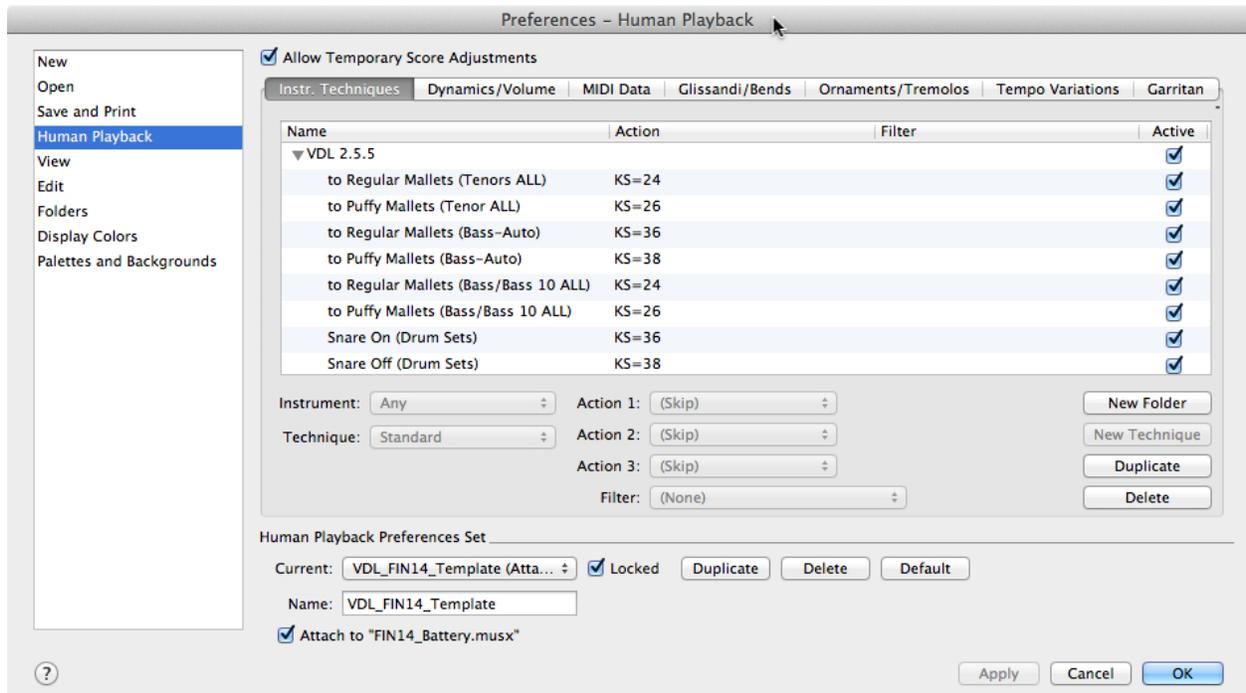
Mod Wheel (MW), or modulation wheel, expressions may be found in many of the VDL instruments. There are a greater number of these types of text expressions than the key switch expressions. Their use ranges from implement changes such as sticks to mallets in the concert toms, or switching to dreads, rods, or rims in the tenor and bass line instruments.



For a complete list of KS and MW expressions you should review the VDL User Guide and the Text Expression Tables starting on page 5 of the Readme Extras file.

To add a Key Switch or Mod Wheel expression to your score begin by selecting the Expression Tool. Then double click in the score where you would like to place the expression. The Expression Selection dialogue box appears, now select the category and click on the expression you wish to add to your score. Key Switch expressions are marked as KS in the description just above the Edit/Duplicate/Delete buttons. Click the Assign button and the expression should be added to your score. The expression may be moved to the left or right by dragging the handle box attached to the expression. Make certain to place the expression prior to when the playback instructions are to take place.

In addition to using text expressions, the key switch instructions have been added to the Human Playback library. These can be found by going to Finale Preferences > Human Playback > VDL 2.5.5. For additional information on using Human Playback check the Finale On-Line User Guide.



# 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: [forum.thewritescore.com](http://forum.thewritescore.com)

TWS Contact page: [www.thewritescore.com/info/contact](http://www.thewritescore.com/info/contact)

For Finale specific questions: [forum.makemusic.com](http://forum.makemusic.com)