Virtual Drumline

Finale 26 & 27 Templates

Read Me

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IMPORTANT

Finale 26 - 27 Information

When MakeMusic released Finale 27 in 2021 they changed the font structure. Switching from standard font formats to the modern Standard Music Font Layout, SMuFL. The standard was developed by Daniel Spreadbury and is now maintained by the W3C Music Notation Community Group, along with the standard for MusicXML, which also supports SMuFL.

Additional information regarding SMuFl may be found through the following links:

Introducing SMuFL

Wikipedia - SMuFL

W3C SMuFL GitHub

All Finale files in this package have been built to work with Finale 26 or later using the previous Legacy fonts or Finale 27 or later using the new SMuFL fonts. Percussion Layouts, including noteheads and staff placements, and Text Expressions have been setup to match as closely as possible between the 2 font standards. The Percussion MIDI Map files are not affected by the font changes.

What's Inside

The template package contains folders for Music Files (Templates and Finale Default) and the MIDI Device Annotation (XML files).

This section explains the contents of each folder and the functions of the included files. These files work with Virtual Drumline 2.5.5 and Finale 26 & Finale 27 or later. They include Percussion MIDI Maps, Percussion Layouts, and Text Expressions. Also included are files for creating new Default Finale files and working with the Finale/VDL Layouts and Text Expressions.

- MIDI Device Annotation
  - VDL Finale 26 or later
    - VDL255 Accessory Percussion.xml
    - VDL255 Battery.xml
    - VDL255 Combos Racks Vocals.xml
    - VDL255 EFX Percusssion.xml
    - VDL255 Pit Cymbals Drums Gongs.xml
    - VDL255 World Percussion.xml
- Music Files
  - Default Files
    - Finale 26
      - FIN26 Maestro Font Default.musx
    - Finale 27
      - FIN27 Finale Maestro Font Default.musx
  - Templates
    - Mac OS
      - Finale 26
        - VDL_Battery_FIN26.musx
        - VDL_Default_FIN26.musx
        - VDL_FullEnsemble_FIN26.musx
      - Finale 27
        - VDL_Battery_FIN27.musx
        - VDL_Default_FIN27.musx
        - VDL_FullEnsemble_FIN27.musx
    - Windows OS
      - Finale 26
        - VDL_Battery_FIN26.ftmx
        - VDL_Default_FIN26.ftmx
        - VDL_FullEnsemble_FIN26.ftmx
      - Finale 27
        - VDL_Battery_FIN27.ftmx
        - VDL_Default_FIN27.ftmx
        - VDL_FullEnsemble_FIN27.ftmx
- READ ME Files
  - FIN26 Percussion Layouts.pdf
  - FIN27 Percussion Layouts.pdf
 - Read Me VDL Finale 26_27 .pdf

Music Files

Default Files

The Music Files folder contains a Finale Default file, allowing for the creation of new Finale files with the VDL layouts included. There are separate default files for Finale 26 and Finale 27.

```
∨ 📁 Finale 26
      📄 FIN26 Maestro Font Default.musx
∨ 📁 Finale 27
      📄 FIN27 Finale Maestro Font Default.musx
```

Templates

Likewise there is a folder with the VDL templates, Default, Battery, and Full Ensemble. Files for Finale 26 and Finale 27 are in separate folders with folders for Mac and Windows operating systems.

```
∨ 📁 Mac OS
   ∨ 📁 Finale 26
         📄 VDL_Battery_FIN26.musx
         📄 VDL_Default_FIN26.musx
         📄 VDL_FullEnsemble_FIN26.musx
   ∨ 📁 Finale 27
         📄 VDL_Battery_FIN27.musx
         📄 VDL_Default_FIN27.musx
         📄 VDL_FullEnsemble_FIN27.musx
∨ 📁 Windows OS
   ∨ 📁 Finale 26
         📄 VDL_Battery_FIN26.ftmx
         📄 VDL_Default_FIN26.ftmx
         📄 VDL_FullEnsemble_FIN26.ftmx
   ∨ 📁 Finale 27
         📄 VDL_Battery_FIN27.ftmx
         📄 VDL_Default_FIN27.ftmx
         📄 VDL_FullEnsemble_FIN27.ftmx
```
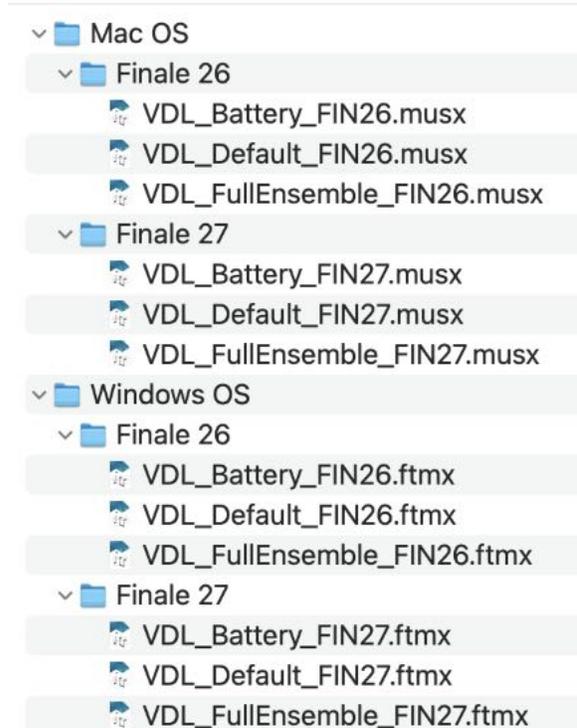
MIDI Device Annotation

The MIDI Device Annotation folder contains the XML Percussion MIDI Maps which have been an integral part of Finale since 2010. Over time these files have been updated to reflect changes within Finale and Virtual Drumline.
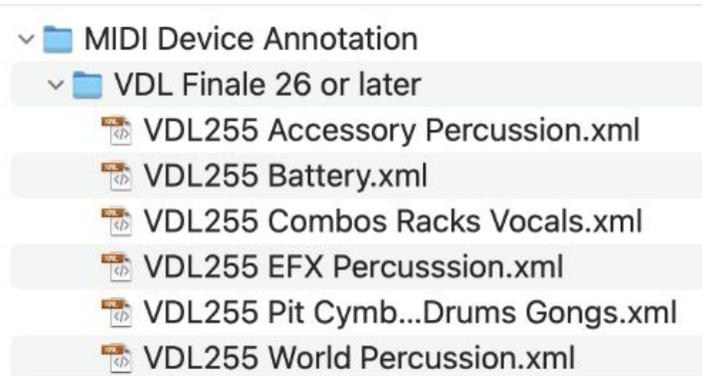
The most current version of VDL is 2.5.5. These files function the same in Finale 26 and Finale 27 and have not been impacted by the changes to the font structure.

The XML files in this version of the templates have been revamped to account for changes since the release of the previous 2014 templates. New to the MIDI Maps are the inclusion of mappings for the various implement changes in the tenor and bass battery instruments and new maps for multiple player cymbal sections (multiple players and/or multiple size cymbals in the section).

Installing the Files

To use the Finale VDL files you must copy several files and folders to specific locations Finale may properly access them. It is important to take a moment to review the locations where these supported files are kept.

When initially installed, Finale places customizable files (files 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.

File Locations

Mac OS

Common: /Library/Application Support/MakeMusic/Finale [version]

User: ~/Library/Application Support/MakeMusic/Finale [version]

Windows

Common: C:\Program Files\MakeMusic\finale\[version]

User: C:\User\[user name]\AppData\Roaming\MakeMusic\Finale [version]

Please read the Finale Help Guide (Finale Installation Details) or consult the Finale Knowledge Base prior to installing these items. Review your Operating System Help or do a search for 'Hidden Files' as needed.

Finale User Manuals

Finale 26

Mac OS - https://usermanuals-prod-finalemusic-com.s3.amazonaws.com/Finalev263/FinaleMac/Content/Contents.htm

Windows OS - https://usermanuals-prod-finalemusic-com.s3.amazonaws.com/Finalev263/FinaleWin/Content/Contents.htm

Finale 27

Mac OS - https://usermanuals.finalemusic.com/FinaleMac/Content/Contents.htm?cshid=9501&_ga=2.56601451.1926715977.1719929455-2061869881.1597514821

Windows OS - https://usermanuals.finalemusic.com/FinaleWin/Content/Contents.htm?cshid=9501&_ga=2.56601451.1926715977.1719929455-2061869881.1597514821

Installation Steps

1. Make a Back Up Copy

It is recommended that you make a back up copy of the downloaded package from The Write Score. Place this copy in a location where all the files will remain in tact for quick, easy access in the future.

2. Installing the VDL XML Files

Copy the entire VDL Finale 26/27 folder to the MIDI Device annotation folder.

The MIDI Device Annotation folder contains the XML files used with the Percussion MIDI Maps. These maps have been revamped to allow for unique note heads for implement options in several instruments and options for a variety of performer configurations in the Cymbal Line.

> 📁 Audio Support
> 📁 Audio Units Support
> 📁 Configuration Files
> 📁 Data
> 📄 demdata.txt
> 📁 FinaleScript
> 📁 Font Annotation
> 📁 Help Files
> 📁 InstallerComponents
> 📁 Libraries
> 📁 Logs
∨ 📁 MIDI Device Annotation
  > 📁 Garritan CAMB
  📄 Garritan Instruments for Finale.xml
  📄 Garritan Personal Orchestra 4.xml
  > 📁 Garritan World Instruments
  📄 General MIDI.xml
  📄 JABB Drum Sets and Percussion.xml
  📄 MM Tapspace Drumline for Finale.xml
  📄 NotePerformer.xml
  📄 SmartMusic SoftSynth.xml
  📄 Tapspace Drumline for Finale.xml
  > 📁 VDL Fin2010
  > 📁 VDL Fin2011
  > 📁 VDL Fin2012
  > 📁 VDL Fin2014
  > 📁 VDL Finale 26 or later
> 📁 Music Files
> 📁 Plug-ins
> 📁 Plugin Components
> 📁 Resources

The Music Files folder contains folders the Default file and the Template files. Copy and paste these as instructed in the sections below.

3. Installing the Default Files

Installation of the VDL_Maestro Font Default file is similar for both Finale 26 and 27.

- Copy the file in the Default folder to the matching Finale location. Rename the current default file to FIN[version]_Maestro Font Default.

- Rename the package default file to Maestro Font Default
- Remove the VDL_ prefix.

4. Installing the Template Files

Installation of the VDL template files is the same regardless of the version.

- Copy the VDL Templates folder from the package
- Paste to the Finale Templates folder > Music folder
- VDL Templates may remain stored in the folder

This will make navigating templates easier, especially if you have purchased previous templates.
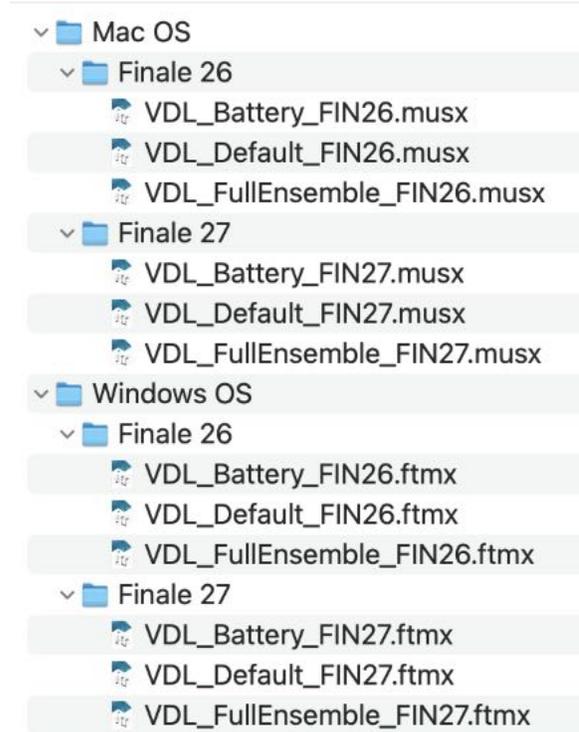
Working with Finale Files

New File from Default

Earlier versions of the TWS Finale Template package included only template files. This new package contains Finale Default files for both Finale 26 and Finale 27.
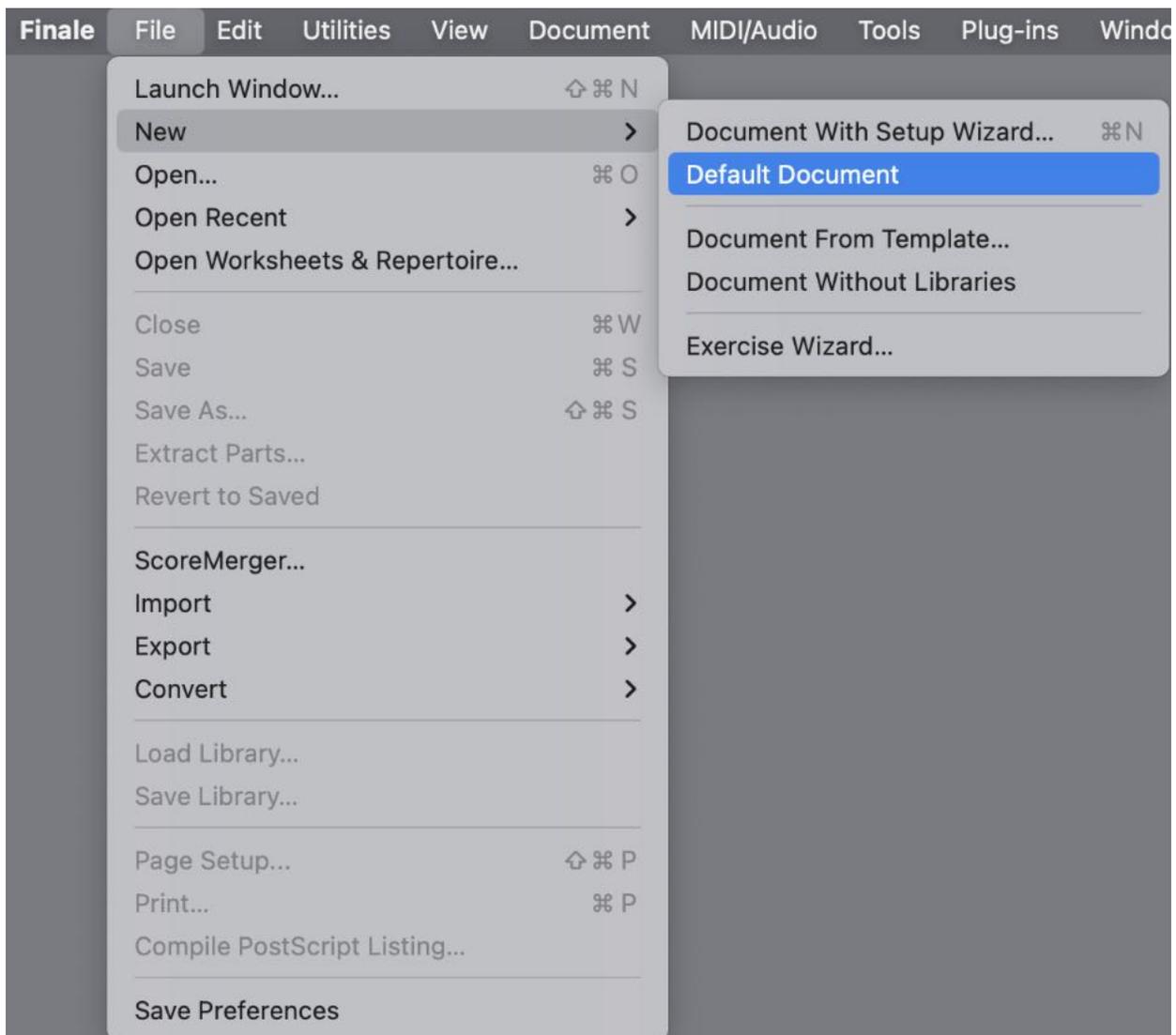
When creating a new default Finale file (not from the default template), you start with a basic Finale file containing text expressions, percussion layouts, etc. Finale uses this default file when creating new Finale files, opening midi files and importing a MusicXML file. These new Finale Default files now include the VDL Percussion layouts and Text Expressions.

To begin a new score using the Default document choose Finale File > New > Default Document. Cmd/Ctrl + N is the short cut key command. This creates a new Finale file which may be customized to meet your needs. Working with Score Manager, VST/AU Banks & Effects, etc. all remain the same.

Once the Default Document appears, you may then open the Score Manager, set the Notation Style to Percussion and click Select. The Percussion Layout Selection dialog opens. Select the desired layout.

All of the other settings in the Score Manager are also available. New instruments, Transpositions, Clefs, Playback Devices, etc. may all be customized. File Info may also be edited and updated in the Score Manager.

New Files from Templates

Early in the installation process, you copied the VDL Templates to the Finale Templates folder. To begin a new score from a template go to Finale File > New > Document from Template.
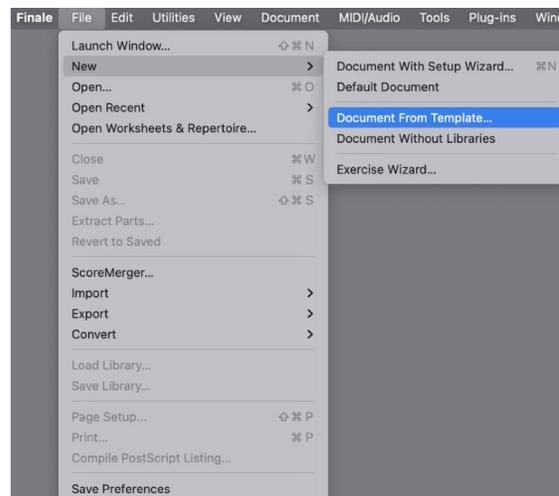
This opens the Templates folder in the Finale Music Files folder. Locate and open the FIN26 Templates folder. Select one of the three Finale VDL templates included in the package and click Open to display the template file.
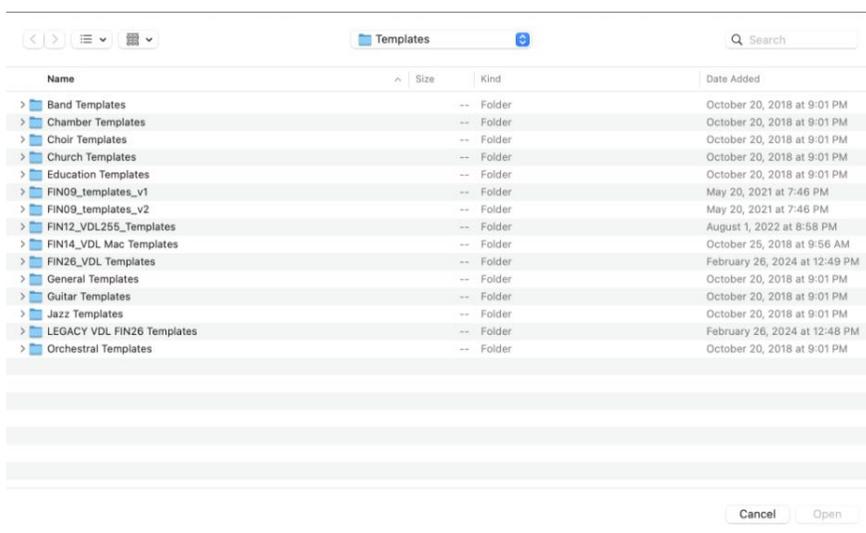
Complete the Document Setup Wizard with the Score
Information and Score Settings, then click Finish.
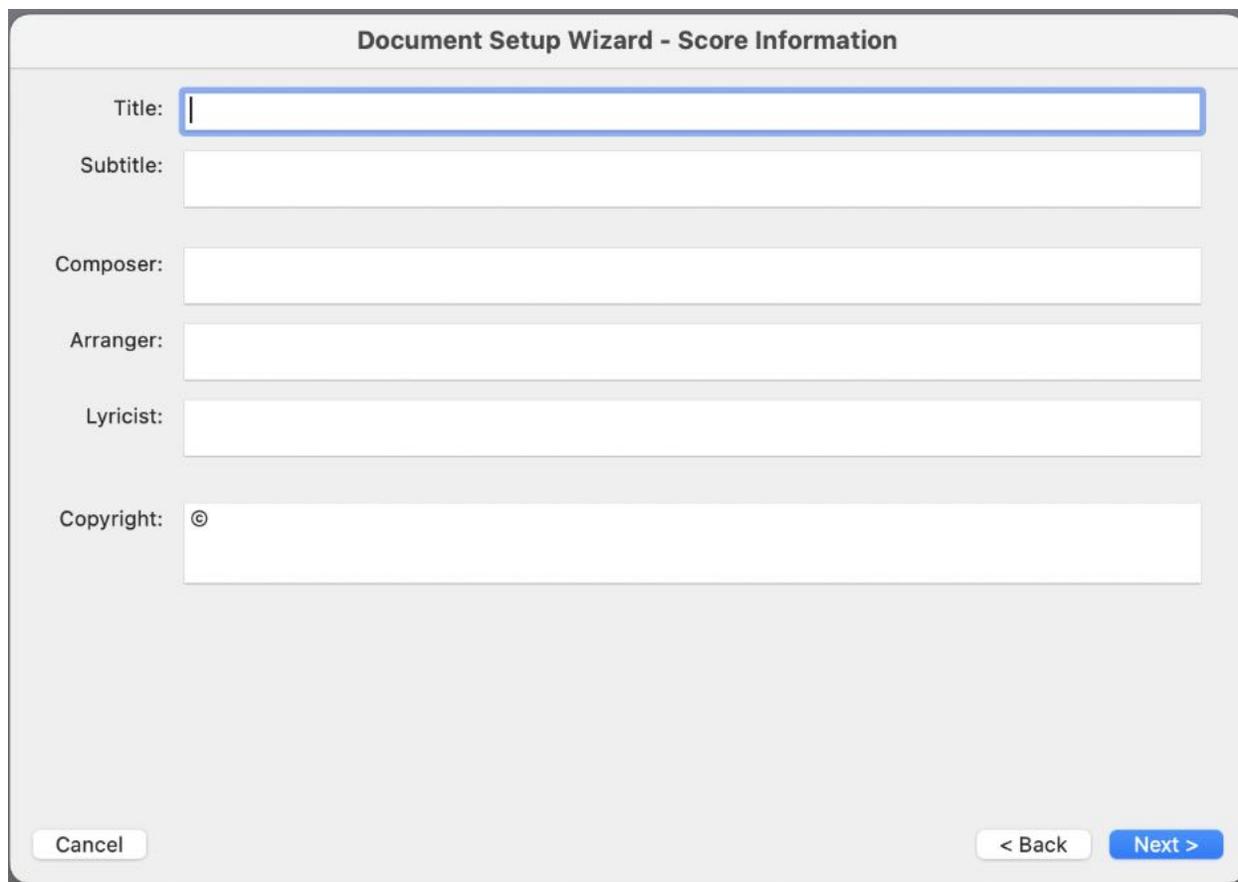
Next, go to the MIDI/Audio Menu and select VST/Audio Units
Banks & Effects. Finale loads the Aria Player by default. With the
VST/AU Banks & Effects open, select your version of Kontakt
from the drop down list for Instrument Bank 1. Close this window
and return to the Score Manager.
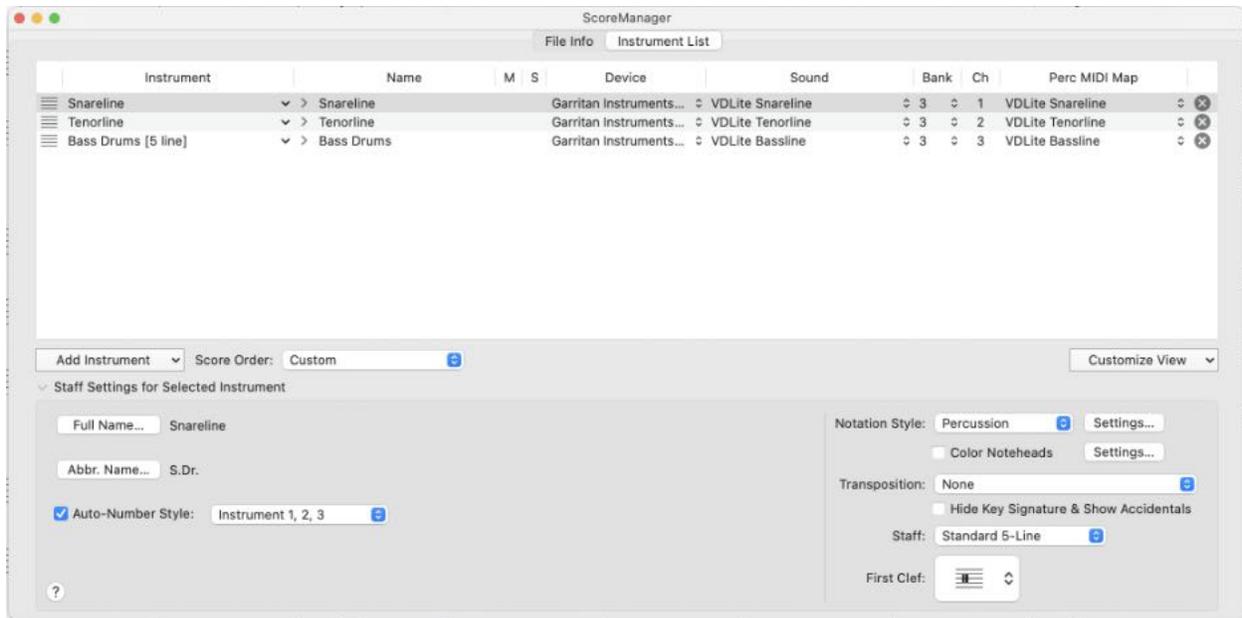
In the Score Manager - Instrument List > Device column select your version of Kontakt.

In the Sound column click Edit Player and Kontakt opens.

Load the VDL instruments remembering which instruments were selected and their midi channel assignments.

You may load all of your VDL instruments at the same time or individually one staff at a time. Now, from the Perc MIDI Map column click the up/down arrows to display all of the maps available. The list includes all of the default maps from Finale, any other third-party maps or those you may have created, and the maps (XML files) installed earlier from this package.
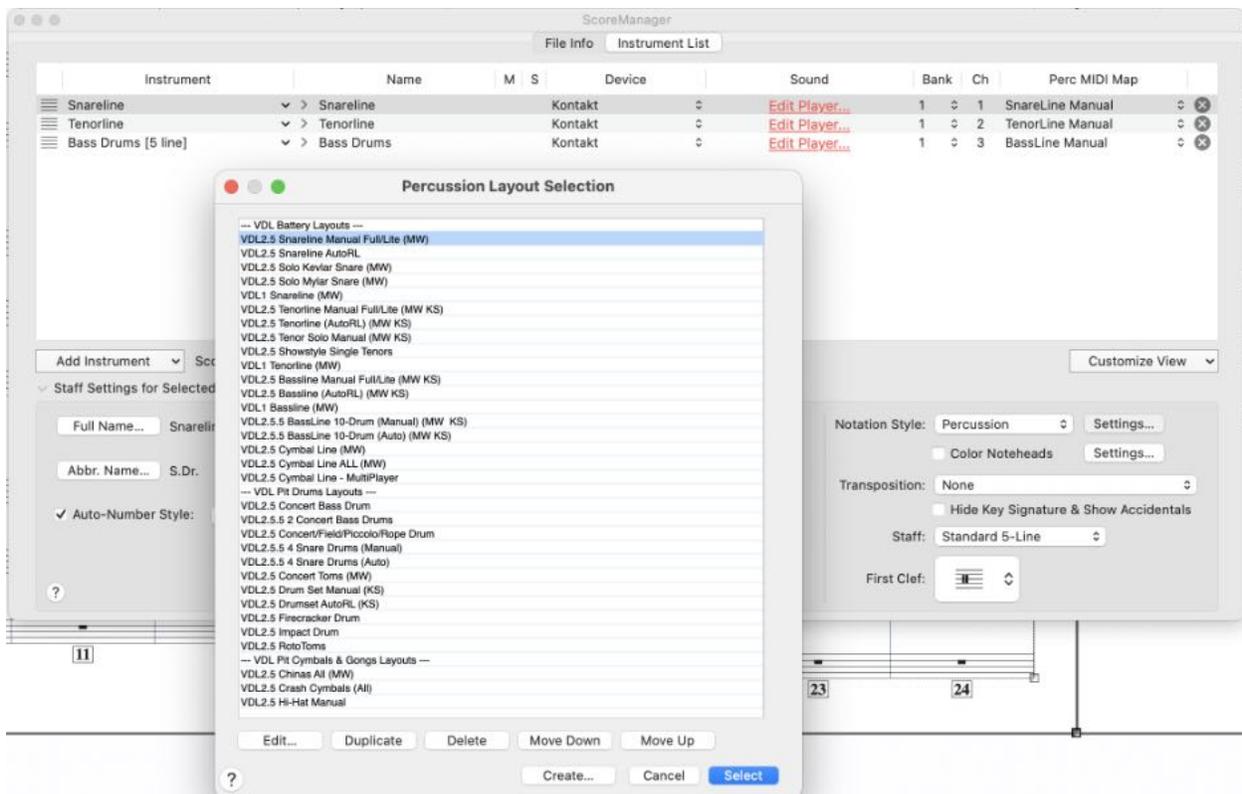
Select the map that matches the VDL instrument loaded in Kontakt.

Now click the Settings button next to Notation Style: Percussion. This displays the available percussion layouts.

As with matching VDL instruments to midi maps, make certain that the layouts match the midi maps for your instruments.

Finale Percussion Layouts are available only in a single file or template. This is one advantage of working with templates as the layouts are part of the template file and therefore available whenever a new document from templates is created.

New File with Set Up Wizard

Creating new files using the Setup Wizard is another option, included for the first time with TWS package.

Choose File > New > Document with Setup Wizard.
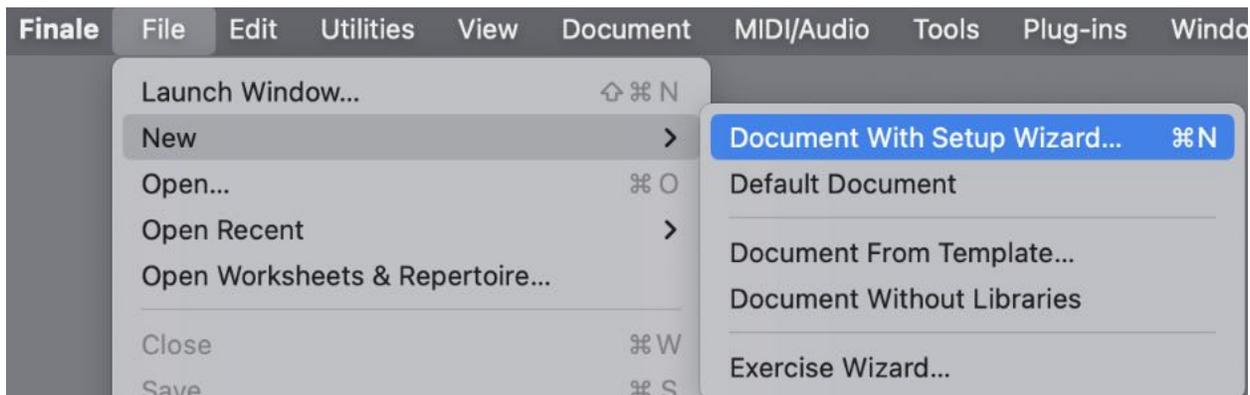
In the Document Setup Wizard dialog, the Select an Ensemble List Box lets you to use a preset ensemble.

From the Select a Document Style List Box, open the VDL Document Styles folder and select a matching Document Style.
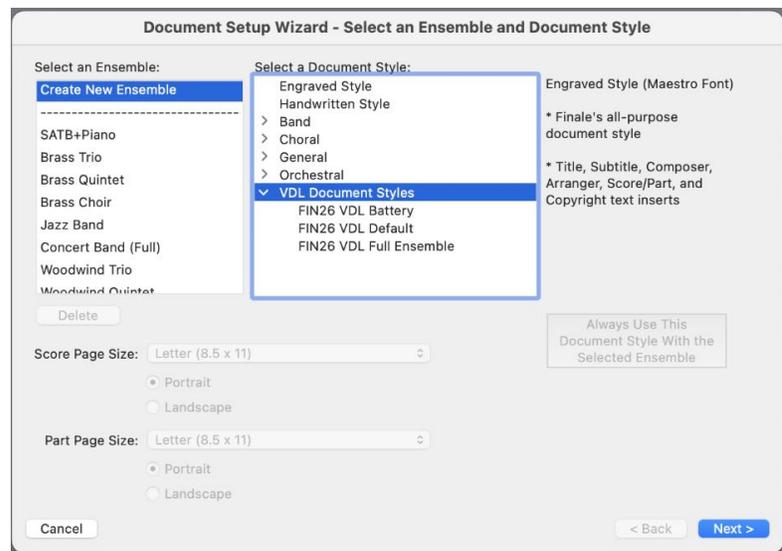
Click Next and the Document Setup Wizard - Select Instrument(s) appears. At this point you may add/remove instruments or create an entirely new ensemble.
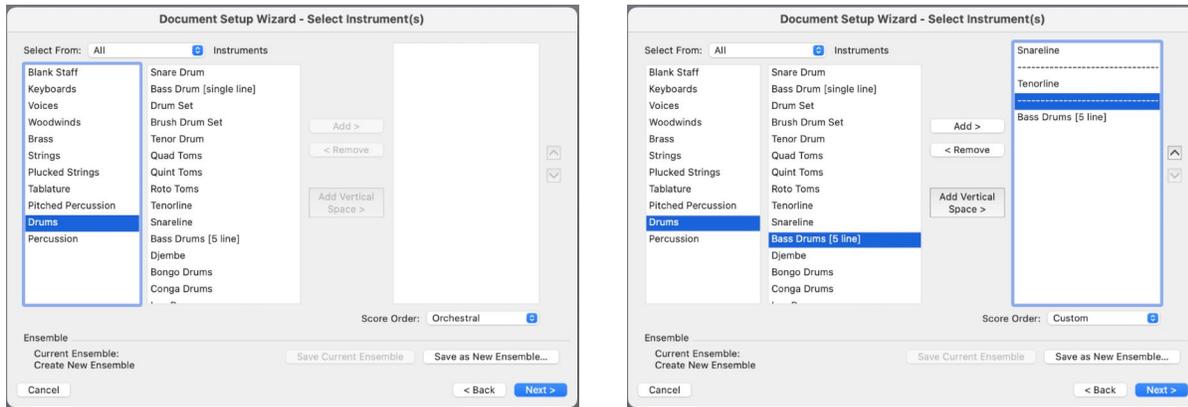
After clicking Next, you may enter Score Information. Click Next to modify the Score Settings and Finish to view the Finale file.

Percussion Functionality in Finale

There have been no significant changes to Finale's handling of percussion since Finale 2014. For more information on changes to Finale read [What's New - Finale 27](#).

This section of the Read Me will explore how Finale directly impacts the Templates and their use with Virtual Drumline.

Score Manager
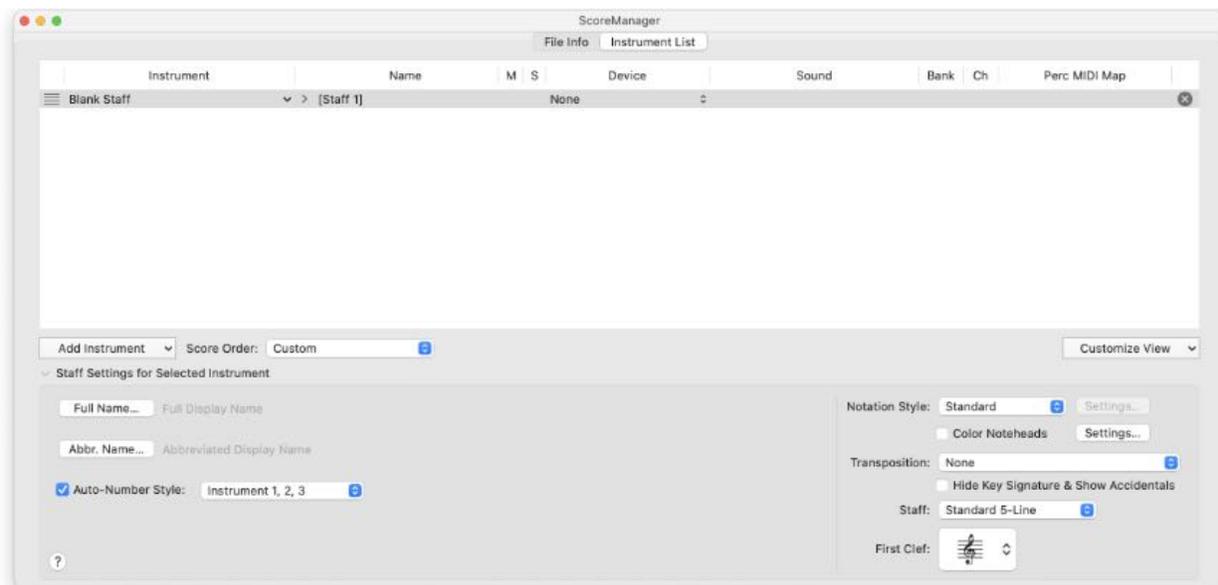
The Score Manager combines elements previously found in Staff Attributes and the Instrument List with others from the Audio/MIDI menu. The window allows you to view, edit, reorder and delete instrument staves, and handle mid-score instrument changes. This includes the ability to change staff settings, 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.
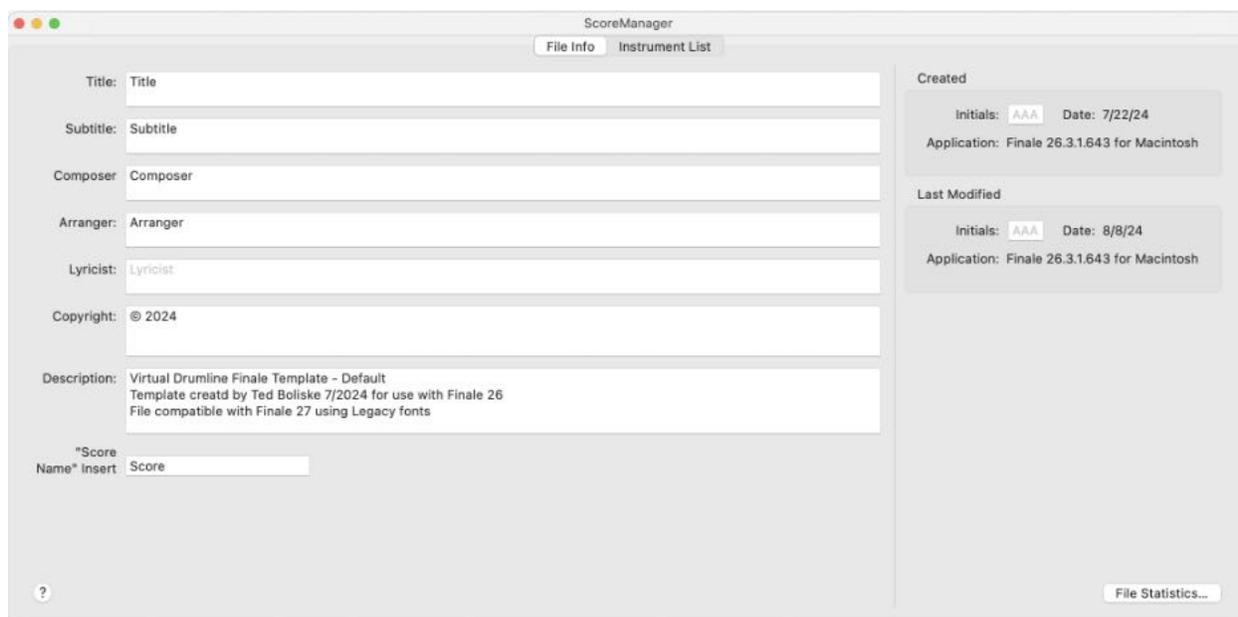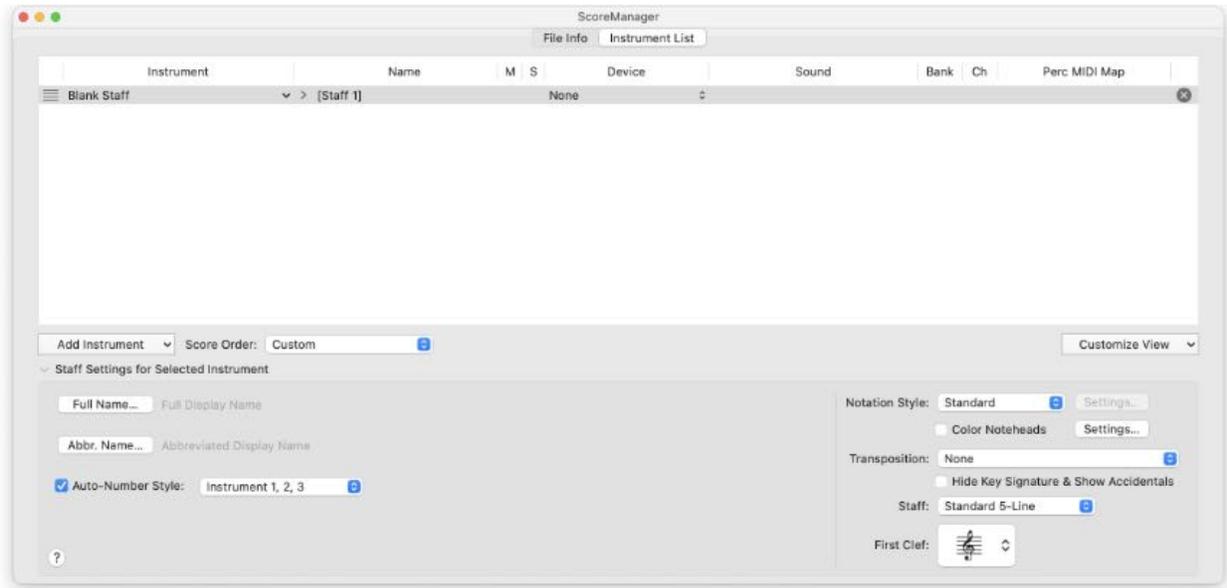
The Instrument List tab has two portions. The top frame displays a list of the instruments, staff names, mute and solo columns, playback devices, a sound column for editing sounds loaded into the playback device, midi bank and channel assignment columns, percussion midi map column, and start measure 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.
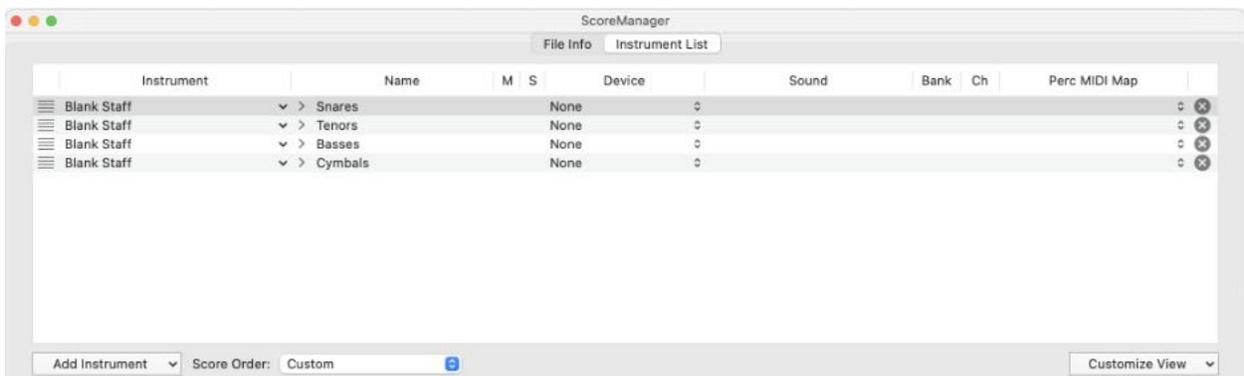
The lower frame of the Instrument List tab is for staff settings. It is appropriately named 'Staff Settings for Selected Instruments'. Using the Up/Down keyboard arrows, you may navigate through your instrument list making changes to Full and Abbreviate Staff Names, Notation Style, Transposition, Staff type, and First Clef.
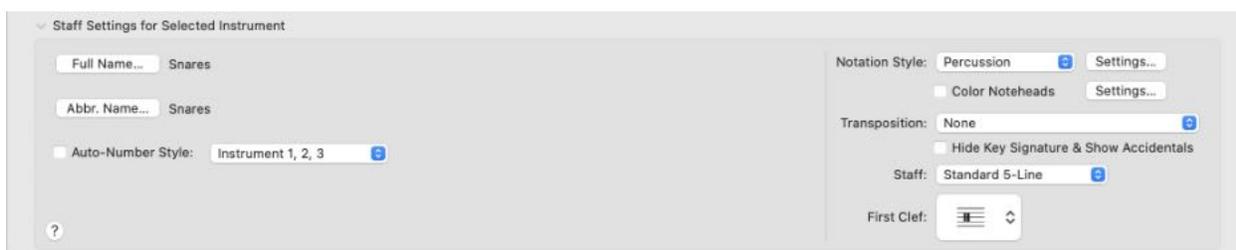

Between the two portions are buttons for adding instruments to the full score and specifying the score order.
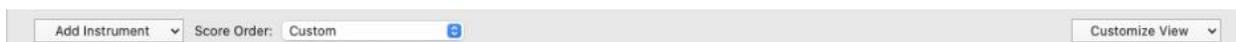
To edit staff names, click either the Full or Abbr. buttons. A dialog box appears. Within this box you may enter the text for the staff name, specify font type and size, and font style. When checked, the Auto-Number Style box allows you to select how multiple staves of the same instrument (such as Marimba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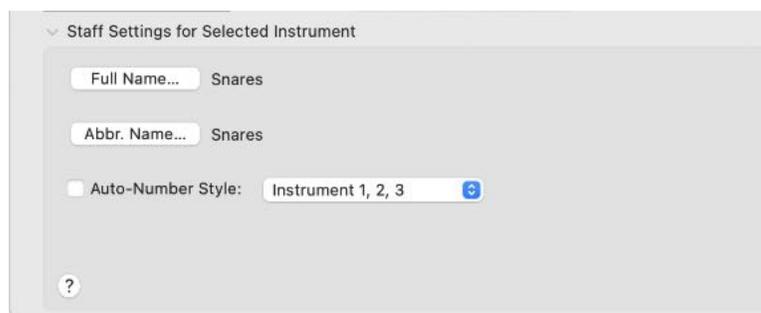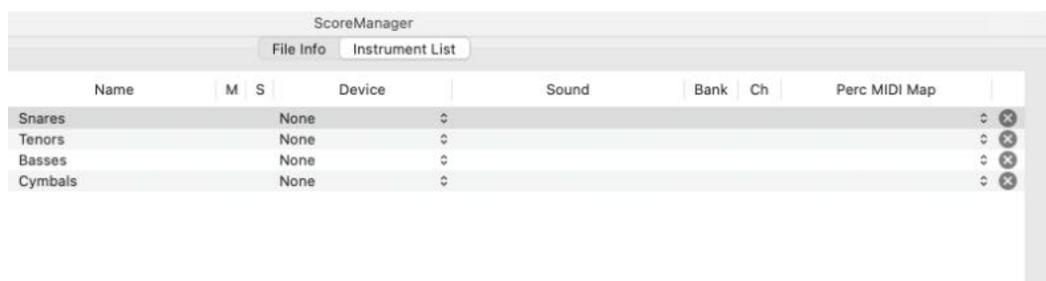

To remove a staff from the score, click the X on the right side of the line for the staff you wish to remove.
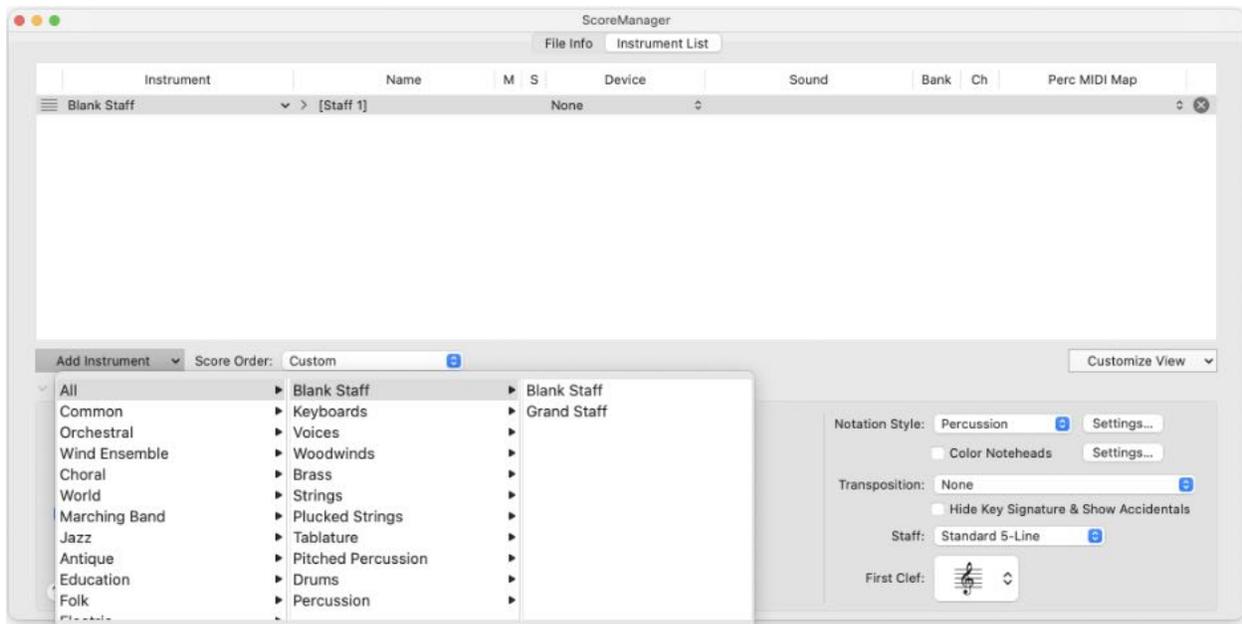
Adding new instruments to the score and instrument list is as simple as clicking the Add Instrument button. Once clicked a dialog box appears allowing you to specify the instrument. The list of instruments available to add may not include all of the instruments found in Virtual Drumline, but a similar 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.
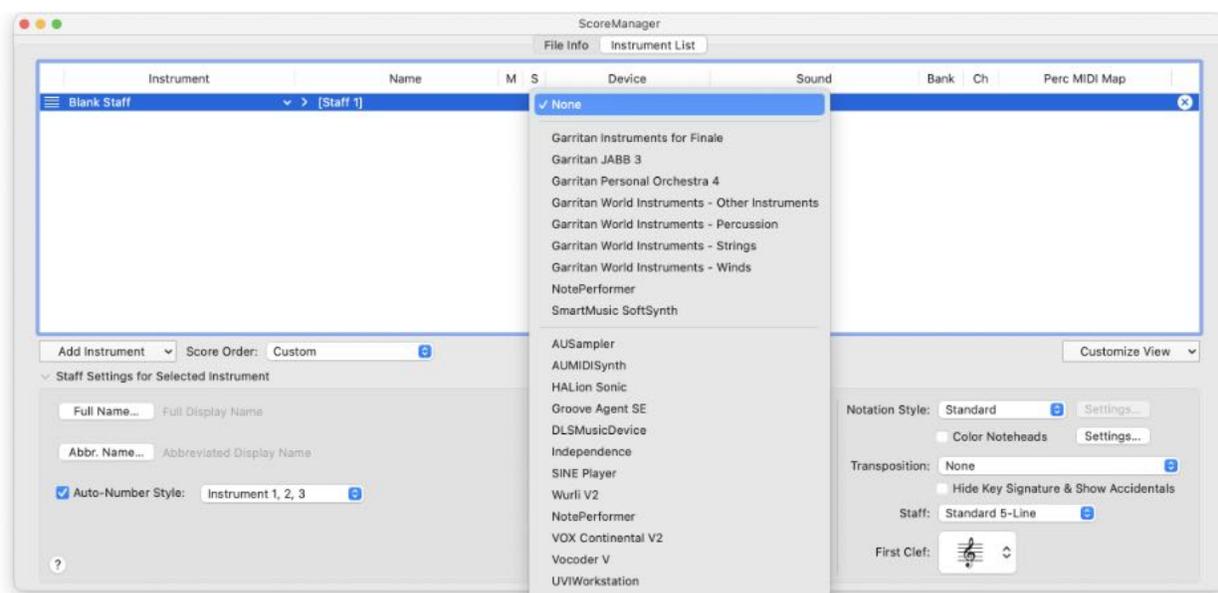

The Device column allows the user to select which AU/VST device (Kontakt, etc.) is assigned to that instrument. Devices such as Kontakt or the Garritan Aria Player allow the user to load several instruments for playback in to a single device
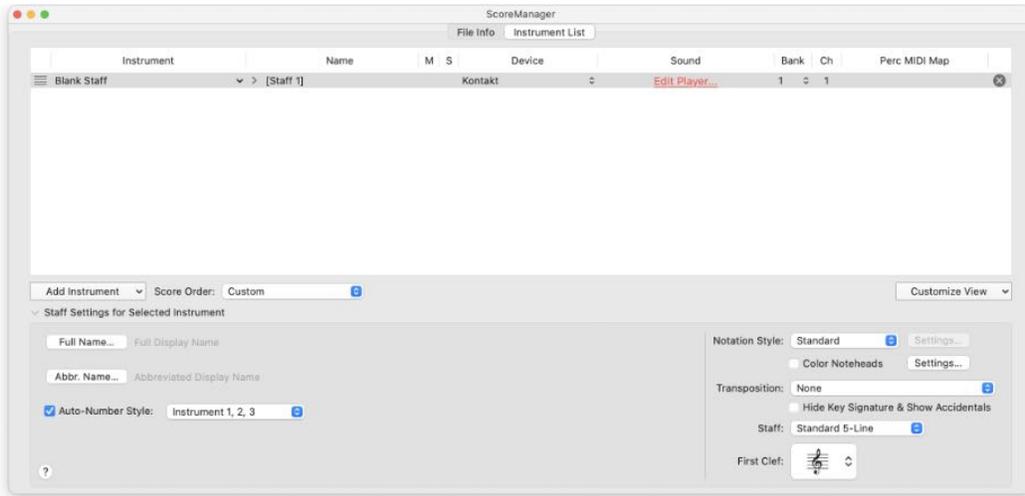
Once a device has been assigned, you may use the Sounds column to load the specific instrument, such as Snareline Manual or Marimba.

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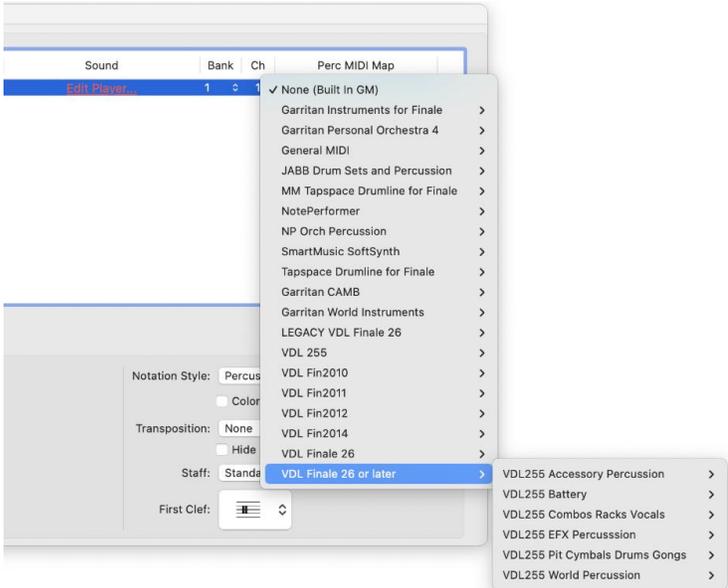
Still working with non-pitched percussion, you would then go to Notation Style, click the button and select Percussion, then click Settings. This brings up a box displaying all of the Percussion Layouts available for Virtual Drumline. If you used early versions of the templates, prior to Finale 2010,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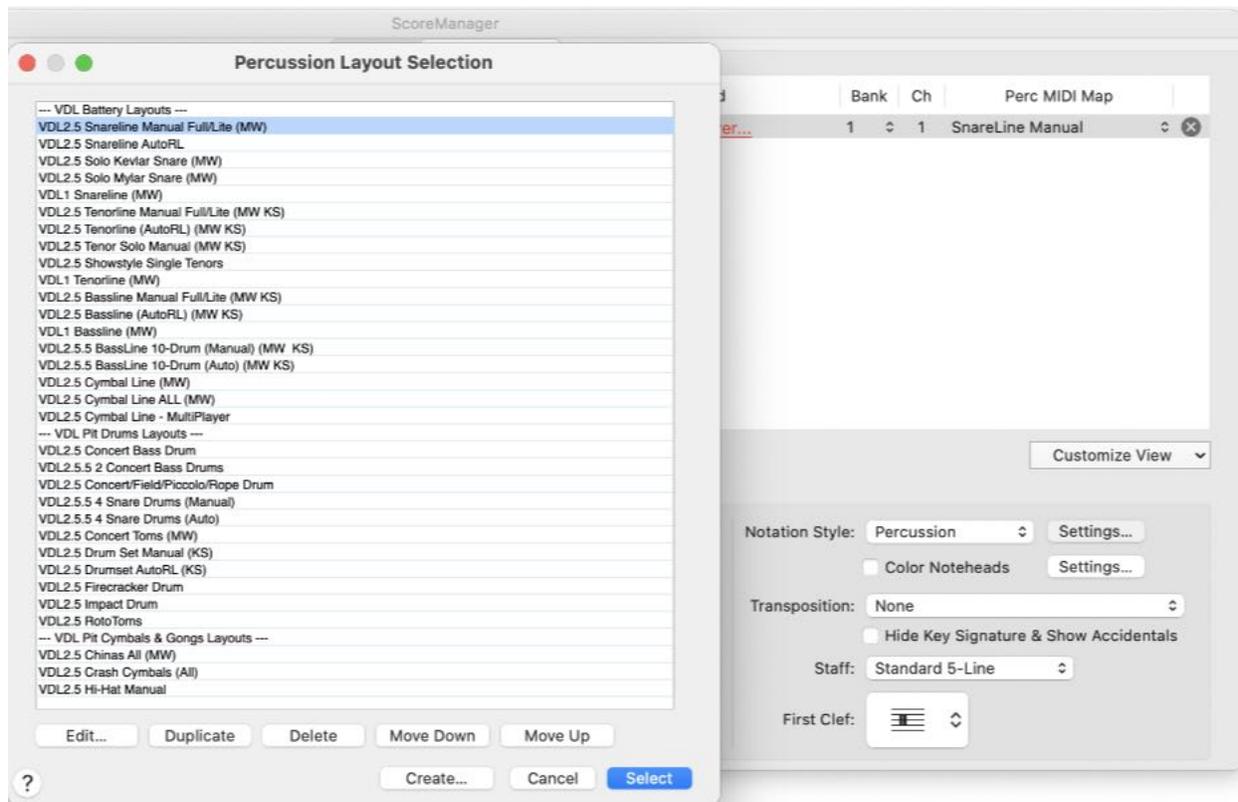
Mid-Score Instrument Changes

When writing contemporary percussion scores, percussionists changing instruments within a score or movement are standard. In this section of the Read Me we 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.
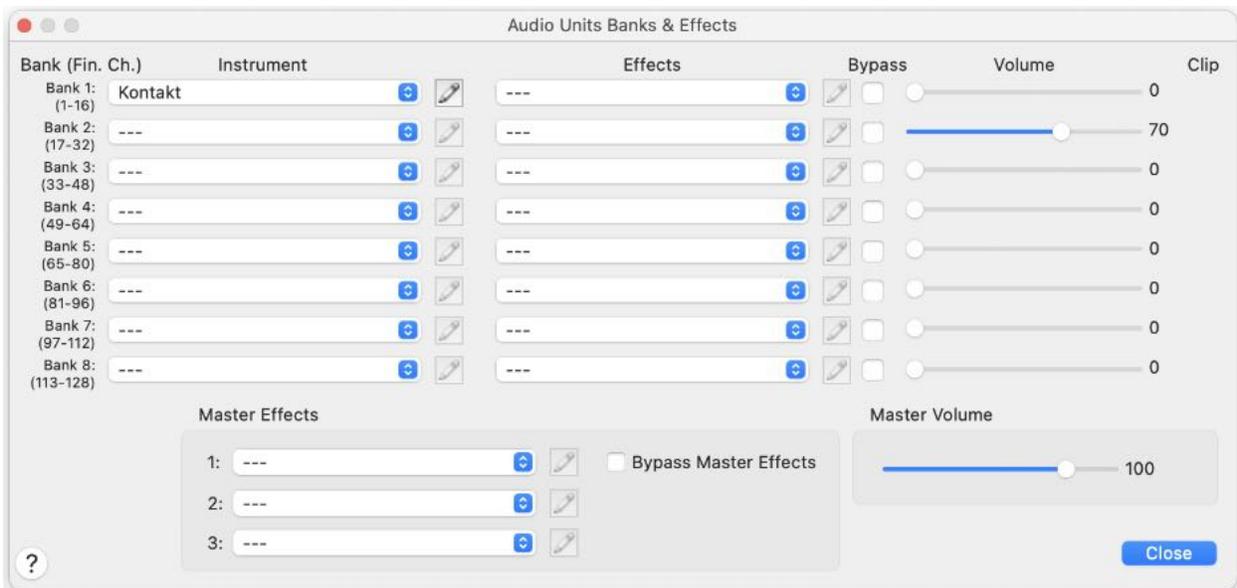
Begin with the Audio/MIDI pull down menu and select Audio Units/VST Banks & Effects. Choose a Bank for your Kontakt device. This Bank may be an empty one or one already in use with available midi channels.
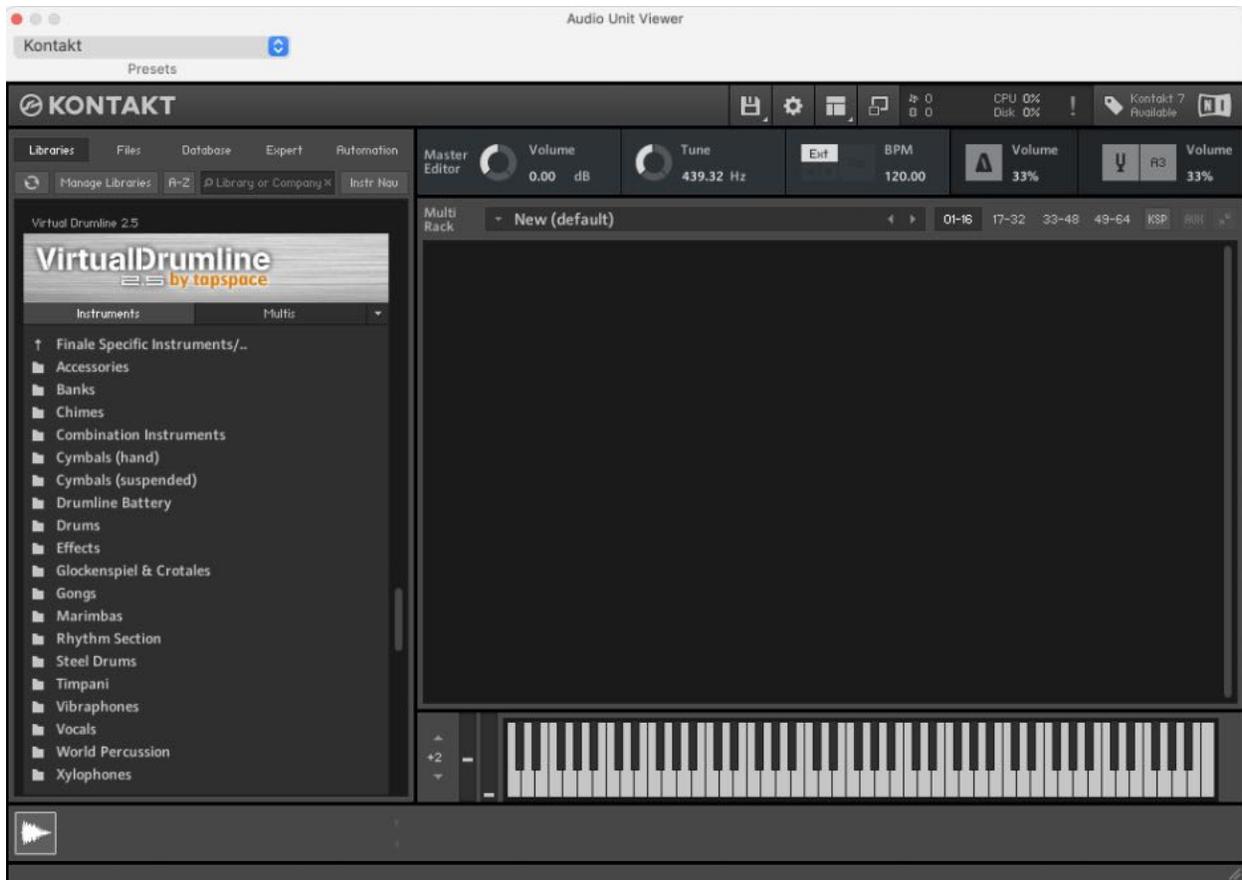
Click the Pencil icon to the right of your select bank. Once the Kontakt window appears, select and load your VDL instrument. Make note of where the new instrument is located, which Bank and MIDI Channel. Finally, close Kontakt and the Banks & Effects windows.

Change Instrument Utility

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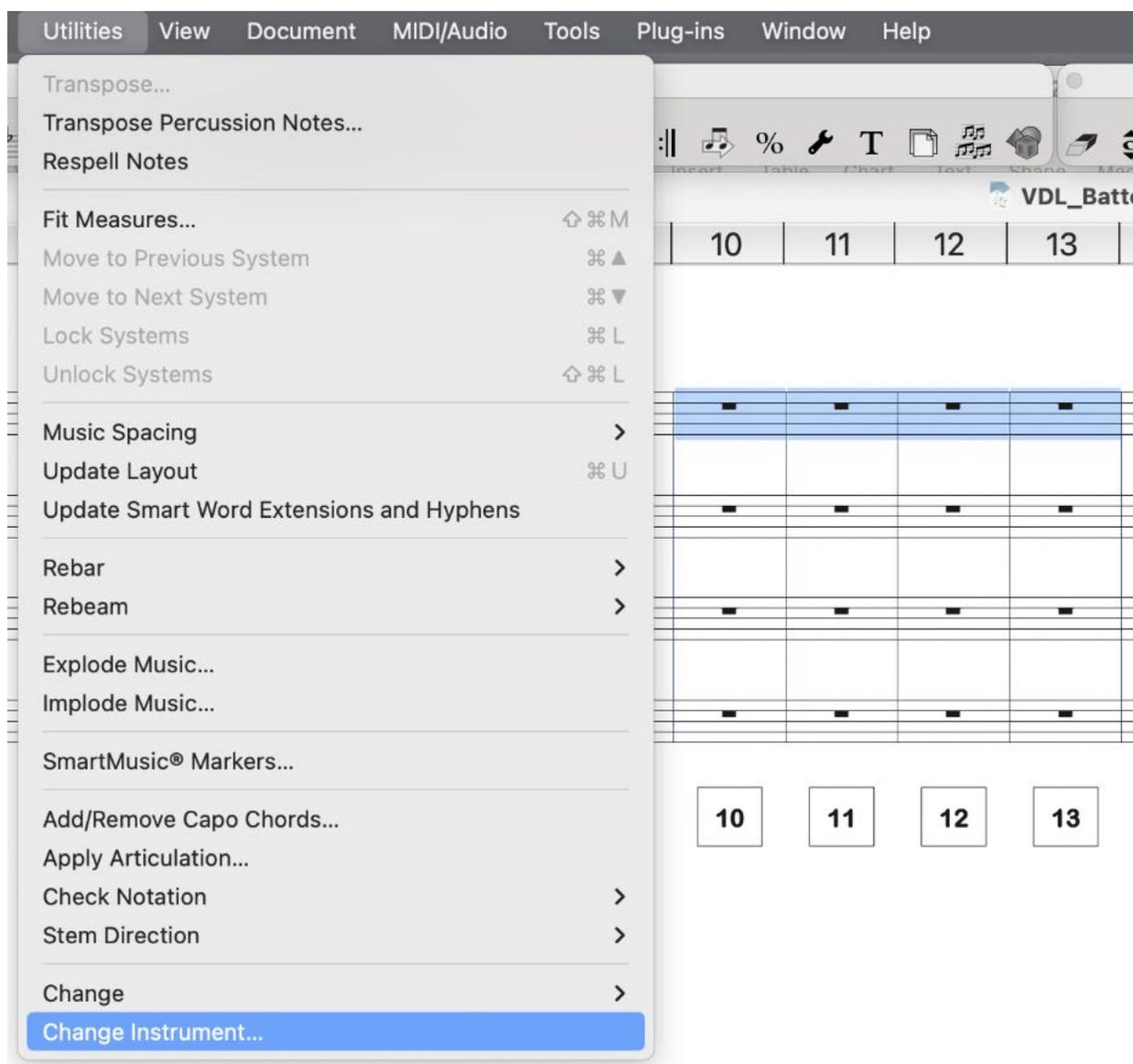
When creating a new score or working on a continuing project, it is helpful to plan instrument changes prior to writing. Although this is not always possible, it can help with the process. Once you have decided to create an instrument change the steps are as follows:

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
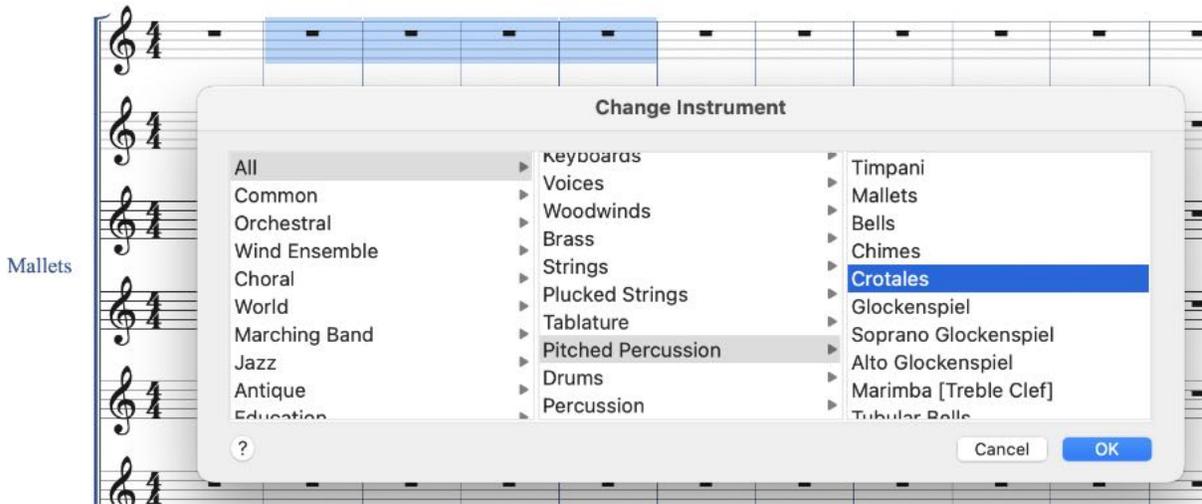
You will have noticed that the list of instruments displayed in the dialog box does not contain any VDL specific instruments. This is not a problem. Select an instrument similar to the VDL instrument you wish to add to your score.

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

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
- 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, assign the appropriate Percussion MIDI Map and Layout.

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 Instr. Changes 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.
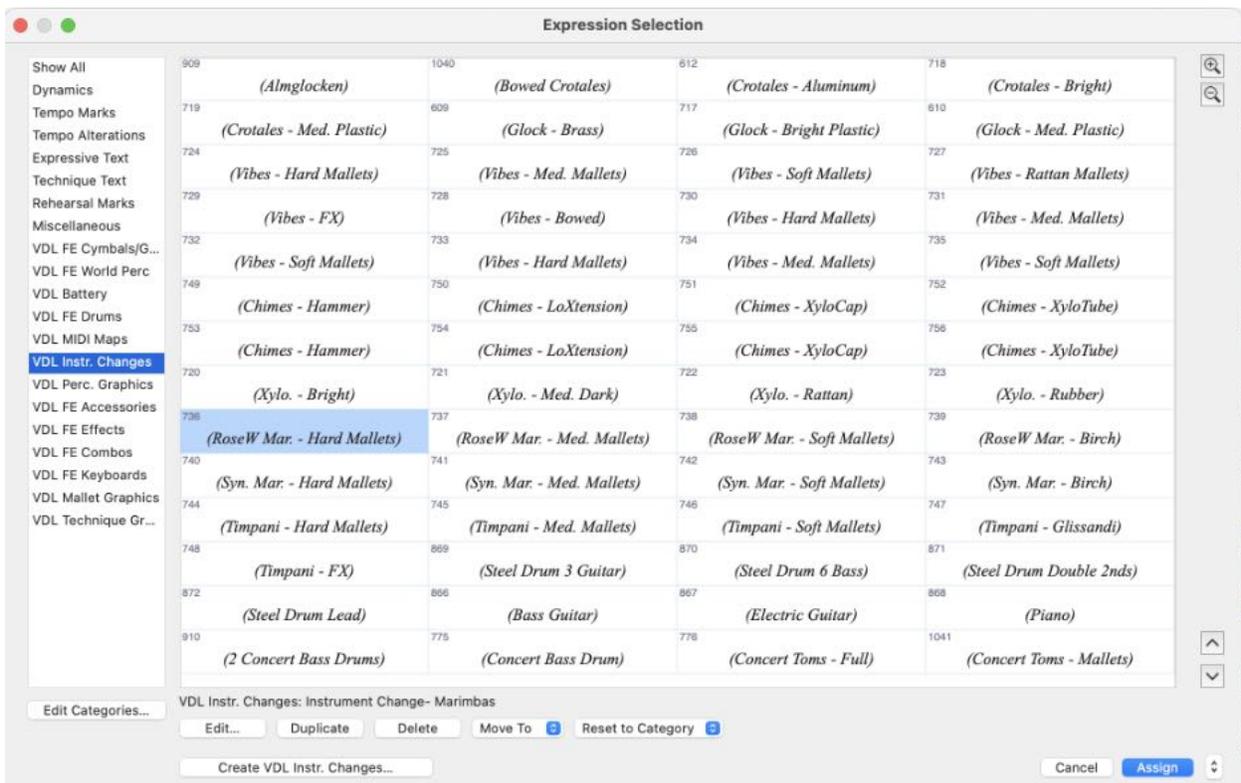
Begin by opening Score Manager menu and continue using the steps described to load a new instrument into Kontakt. In this case, rather than load a new instrument, find the VDL instrument folder named Banks. Inside you will find VDL instrument named Empty Bank. Load Empty Bank into Kontakt, making note of the midi channel it has been assigned.
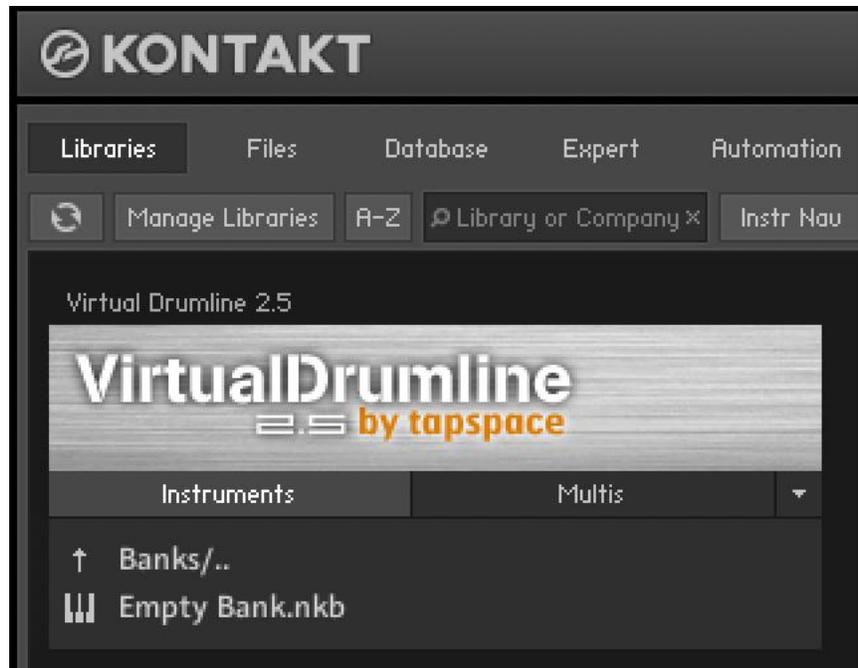
To load instruments into the empty bank, first click the gear icon in the upper left corner. This will display 128 empty patch slots. Now, click and drag your VDL instruments to an empty patch slot. If you double click on a VDL instrument, it will load into the next available midi channel rather than 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 Instr. Changes 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.

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 several categories.

VDL Battery
VDL FE Cymbals/Gongs
VDL FE Drums
VDL FE World Perc
VDL FE Accessories
VDL FE Effects
VDL FE Combos
VDL FE Keyboards
VDL MIDI Maps
VDL Instr. Changes (Instrument Changes)
VDL Mallet Graphics
VDL Technique Graphics

Percussion and Technique Graphics are based on the Finale Percussion Font. There are no playback instructions assigned to these categories.
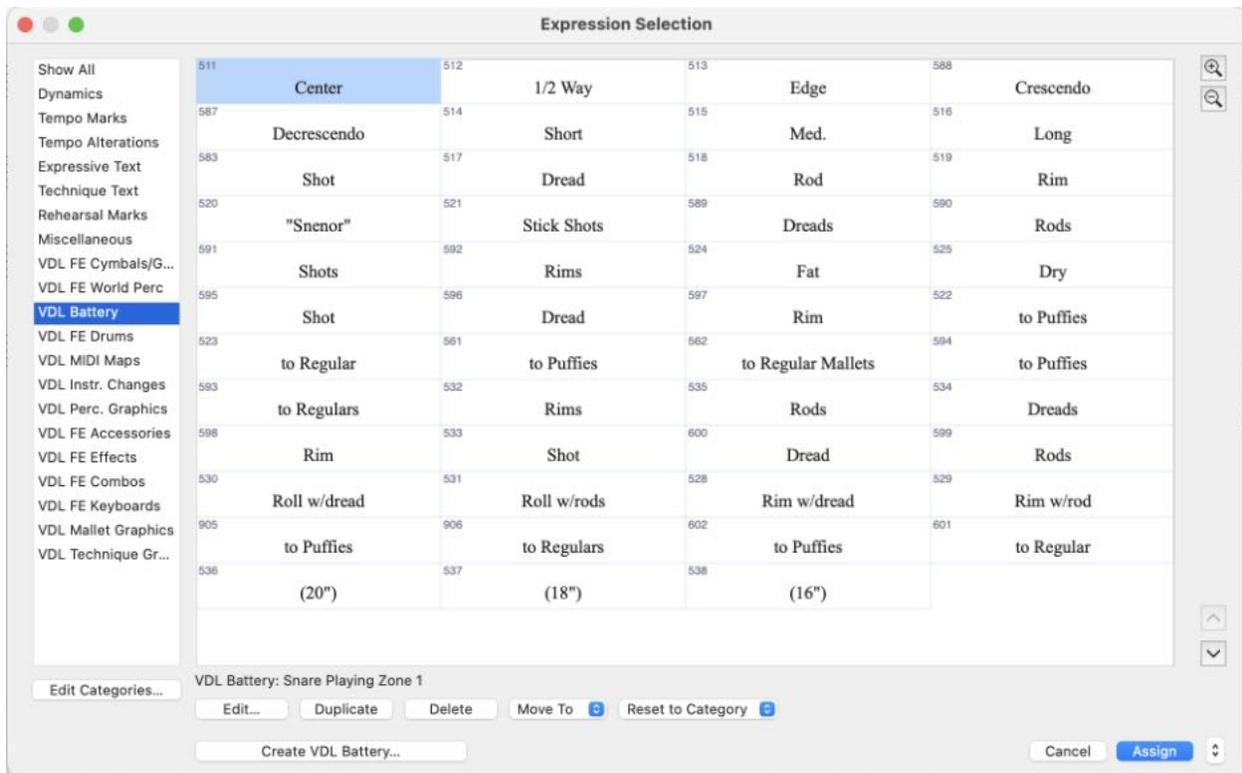
The Text Expression Selection dialog opens after double clicking in the score. From here you may select an Expression or search through the various expression categories.

Each category may be edited. When selected, expressions display information including the category name and description of the expression. Additionally, expressions may be edited, duplicated, deleted, etc.
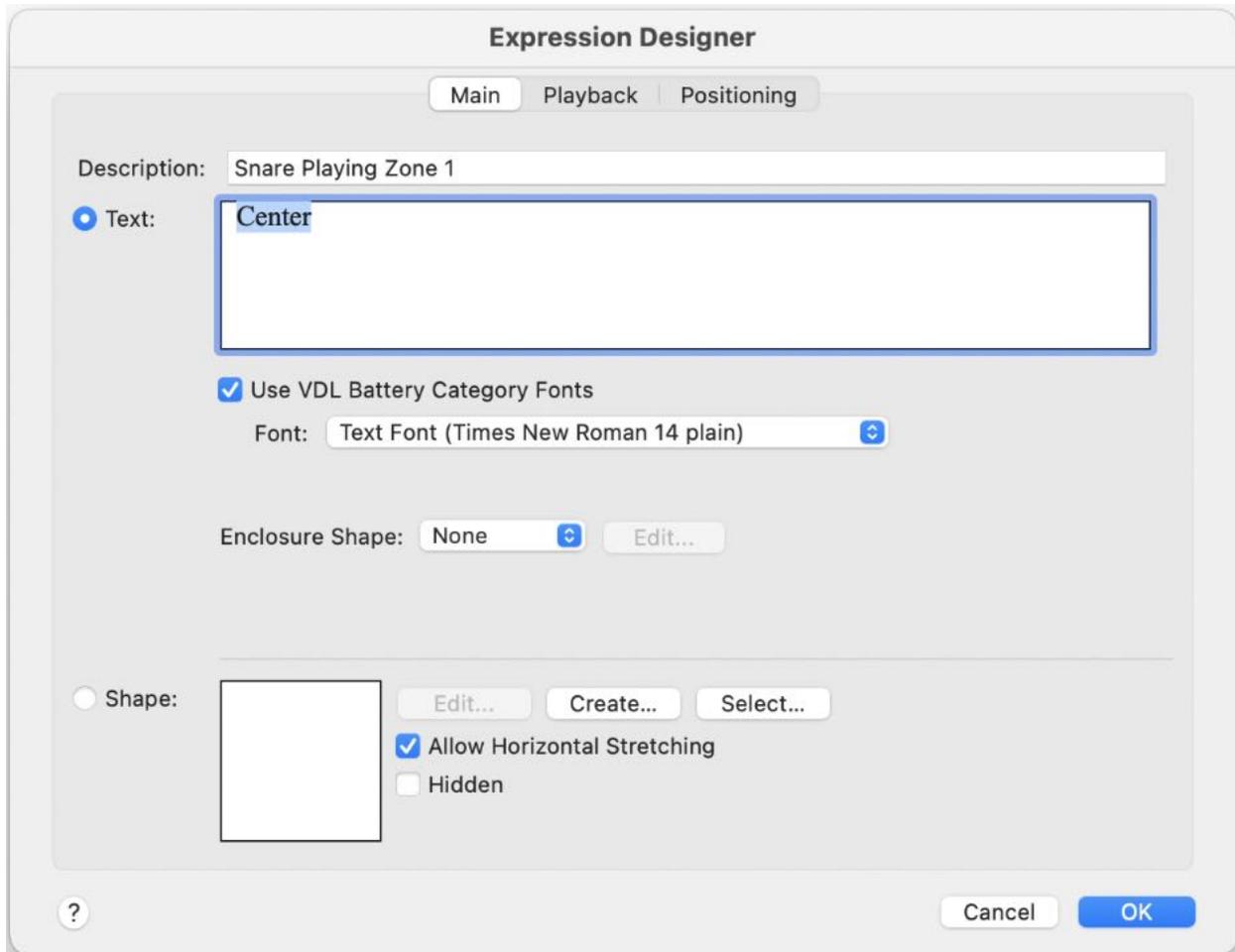
Clicking the Edit button for a selected expression opens the Expression Designer dialog. This displays a description, expression text, text style, etc.
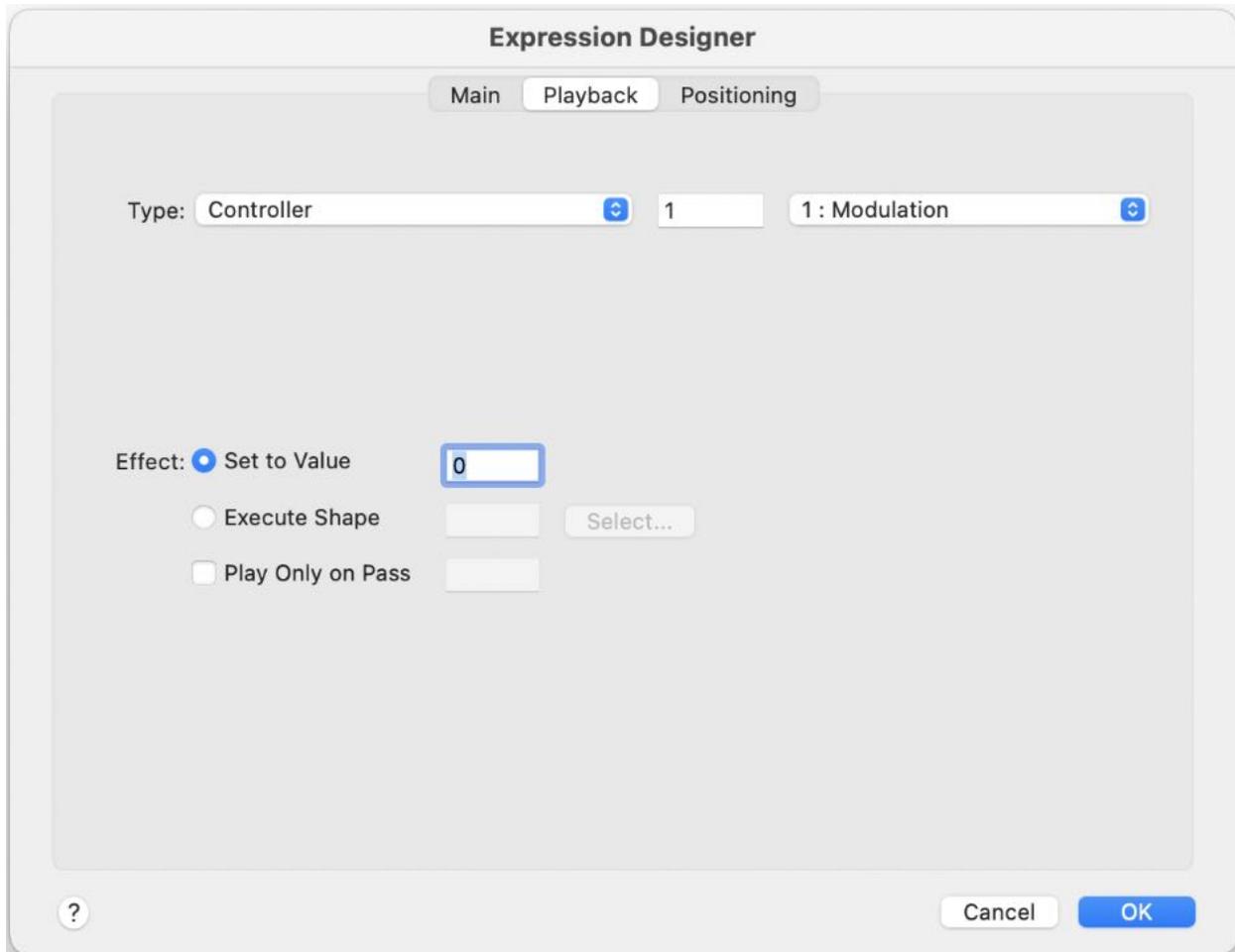
Clicking the Playback button for the Expression Designer displays information regarding how the expression impacts playback.

Key Switch (KS) & 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 puffy mallets and in the Drum Set instruments to turn the snares on/off.

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.

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: thewritescore.com/support/forum

TWS Contact page: thewritescore.com/info/contact/