

SSP

**April 2012 Updates**

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# Global

The following changes apply to all sound set packages from The Sound Set Project.

- New, expanded documentation
- Standard format for sound set packages adopted
- The current file version, and version history, is now listed correctly at the beginning of all sound set .xml files (when viewing the source)
- All internal sound set names, for sound sets at a version equal to or greater than “2”, now list only the major version number (e.g., “v2”, “v3”, etc.) to make the sound set selection drop-down easier to read when many sound sets are installed

# Sample Library and Virtual Instrument

The following changes apply to all sample library and virtual instrument sound set packages available from The Sound Set Project.

- New sound IDs for all patches
- Consistent file naming, both by developer and between developers
- Manuscript templates added as alternative to House Styles for new scores
- Consistent unpitched percussion/drum sound naming and format
- All unpitched percussion sounds now contain the patch (or drum map) name in addition to the instrument and articulation/technique (distinguishes patches when mixing House Styles with the same/similar sounds and makes customizing the mappings easier)
- Use of multiple sound sets simplified with unique sound IDs that also degrade gracefully
- Additional playback dictionary entries streamlined
- All custom instrument staves re-created and fully separated (fixes a major issue when mixing certain House Styles that resulted in staves being overwritten and/or moved outside the intended instrument ensemble)
- Patch names in large libraries are prefixed with information corresponding to their location within the library folder structure (e.g., “[Orchestral - Brass]”) making it easier to locate patches in the various lists inside Sibelius
- All automatic loading sound sets now have a comparable manual loading sound set available
- Except in comparatively limited cases, number designations in sound IDs are no longer used to differentiate patches (this prevents slightly unwieldy and unpredictable allocation when using more staves of a given instrument than there are numbered patch variants; “Violin 1” and “Violin 2” patches are a notable exception)
- Sibelius 7.0.1 - 7.0.2 compatibility issues addressed either directly or through the sound ID changes noted above

- Drum maps have been moved into their own .pdf document, are less cluttered, and sorted by major section (in the library) making it easier to both find and read the desired mapping
- Custom instrument ensemble names adjusted for consistency so libraries by the same developer appear next to each other when mixing House Styles
- The reach of compensating sound ID changes has been extended, where reasonable, to accommodate more written techniques and prevent changes to similar patches that are inappropriate in context (e.g., an ensemble sound that switches to a solo sound only for a given articulation/technique marking)
- Inconsistencies in properties of extended playback dictionary entries fixed
- Playback dictionary entries that have an opposite, or other variant(s), sound available (e.g., “short” and “long”) now remove the other variants before adding the desired changed when those sound ID changes fall outside Sound-World. This provides an opportunity, dependant on context, to reduce the number of manual reset instructions that need to be entered in the score
- Where possible, text entries required for sound changes have been shortened
- Timpani rolls notated as trills now respond correctly regardless of the interval Sibelius assigns the trill line

# Individual Sound Sets

Separated by developer, the following lists highlight major or otherwise significant changes in individual sound set packages not covered by the Global and Sample Library/Virtual Instruments lists.

## Audiobro

### LA Scoring Strings v2.0.1

- Instrument bank trills and staccatissimo now respond correctly
- Custom instrument staves added for all patches in addition to divisi staves

### LA Scoring Strings First Chair v1.0.1

- Instrument bank trills now respond correctly
- Custom instrument staves added for all patches

### LA Scoring Strings Lite v1.0.1

- Instrument bank trills now respond correctly
- Custom instrument staves added for all patches

## EastWest

### Goliath v2.1.0

- Custom mapped staves added for all acoustic and electric drum sets
- Custom staves added for the entire GM bank
- The GM-only sound set now uses the House Style/Manuscript template

### Gypsy v2.1.0

- Django and Flamenco guitar chords now respond correctly (consistently)

## **Ministry of Rock v1.1.0**

- All electric guitars have been better separated to prevent articulations/techniques switching to a different guitar when more than one is used in a score
- Les Paul Deluxe Lead bends respond correctly
- Les Paul Standard lead “power” sound responds correctly
- Switching between clean and distorted sounds improved
- Gibson J160 chords, including speed, respond correctly (consistently)
- Telecaster chords expanded

## **RA v2.1.0**

- Taiko drum variations are assigned to separate drum maps
- Documented drum maps corrected

## **Silk v2.1.0**

- All extended Erhu trills respond correctly
- Various changes to improve response of sampled ornaments

## **Stormdrum 2 / +Expansion v2.1.0**

- Azerbaijani Doira, Brushed Drums, Egyptian Riq, Gourd Leather Maracas, Indonesian Bongos, Lion Drum, Nigerian Udu, Rainstick and Rattle, Talking Coconut, Timbales, Tong Zi Set, and Udu drum maps expanded

## **Symphonic Choirs / +Expansion v1.2.0**

- Dynamic assignment fixed for several crossfade patches
- Non vibrato and vibrato are no longer used in default sound IDs for Word-builder choir multis preventing conflicts when written in the score

## **Symphonic Orchestra Gold / Platinum / Silver v3.1.0**

- Legacy notehead #30 has been removed from all drum/percussion maps and the House Style/Manuscript template.

- Timpani Rolls DXF Mod dynamic assignment corrected
- Flutter-tongue responds correctly for 4TB KS Master
- Conflicts in certain clash cymbal drum maps corrected
- Discrepancies between Silver and Gold/Platinum drum maps corrected
- Inadvertent changes to several Sibelius instrument staves' settings have been reset to their defaults

### **Voices of Passion v2.1.0**

- Missing word in Wales Words Master added
- Keyswitches in documented instrument tables corrected

## **IK Multimedia**

### **Miroslav Philharmonik v1.2.0**

- Custom instrument staves added for all patches
- Improved vowel switching

### **Miroslav Philharmonik Classik v1.2.0**

- Custom instrument staves added for all patches
- Improved vowel switching

## **Native Instruments**

### **Abbey Road 60's Drums v1.2.0**

- Dedicated custom instrument staves added for all kits and presets
- Instrument ensembles restructured
- Drum mappings more consistent between kits and libraries



### **Abbey Road 70's Drums v1.2.0**

- Dedicated custom instrument staves added for all kits and presets
- Instrument ensembles restructured
- Drum mappings more consistent between kits and libraries

### **Abbey Road 80's Drums v1.2.0**

- Dedicated custom instrument staves added for all kits and presets
- Instrument ensembles restructured
- Drum mappings more consistent between kits and libraries

### **Abbey Road Modern Drums v1.2.0**

- Dedicated custom instrument staves added for all kits and presets
- Instrument ensembles restructured
- Drum mappings more consistent between kits and libraries

### **Berlin Concert Grand v1.1.0**

- Instrument ensembles restructured

### **Kontakt 4 Factory Library v1.6.0**

- Standard and Legacy sound sets combined
- Drum and percussion maps are now documented
- Score position / grouping corrected for several custom instrument staves

### **Kontakt 5 Factory Library v1.2.0**

- Standard and Legacy sound sets combined
- Drum and percussion maps are now documented

## **Kontakt Factory Selection v1.2.0**

- Formerly “Kontakt 4 Factory Selection”, integration renamed and now supports Kontakt Factory Selection for Kontakt 4 and Kontakt 5.

## **New York Concert Grand v1.1.0**

- Instrument ensembles restructured

## **Session Strings v1.2.0**

- Custom lines added for improved portamento/glissando response

## **Upright Piano v1.1.0**

- Instrument ensembles restructured

## **Vienna Concert Grand v1.1.0**

- Instrument ensembles restructured

# **ProjectSAM**

## **Symphobia 2 v1.1.0**

- Now compatible with the Symphobia 2 v1.33 library update

## **True Strike 1 v1.2.0**

- Drum maps and custom staves for each mic position are fully separated
- Dynamic assignment corrected for several patches

## **True Strike 2 v1.2.0**

- Drum maps and custom staves for each mic position are fully separated

# Roland

## Edirol HQ OR v1.1.0

- Custom instrument staves added for all patches

# Vir2

## Acoustic Legends HD v1.0.1

- Rhythm guitar chords respond correctly (consistently)
- All guitars have been better separated to prevent articulations/techniques switching to a different guitar when more than one is used in a score

## Elite Orchestral Percussion v1.3.0

- Drum/percussion maps expanded, including staff variations

## VI.ONE v2.0.0

- Custom instrument staves added for all patches
- Fully mapped unpitched percussion/drums
- House Style and Manuscript template with extended playback dictionary
- Additional GM-only sound set added

# Wallander

## Orchestral and Band Brass v1.1.1

- Provided playback configurations now load a smaller template of common instruments rather than all sounds in the library resulting in significantly less CPU usage.
- Custom instrument presets are now available for each instrument individually, as a section, and as an auto-divisi section allowing greater flexibility in using the sound set.

- Standard and auto-divisi sound sets have been combined

### **Woodwinds and Saxophones v1.1.1**

- Provided playback configurations now load a smaller template of common instruments rather than all sounds in the library resulting in significantly less CPU usage.
- Custom instrument presets are now available for each instrument individually, as a section, and as an auto-divisi section allowing greater flexibility in using the sound set.
- Standard and auto-divisi sound sets have been combined
- Minor adjustments to default vibrato settings



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