

Spitfire BBCSO Pro Template for Dorico

What's included

- This document
- BBCSO Pro.dorico_pt – the playback template.
- BBCSO Pro Template – the Dorico project template.

You need to have already installed Dorico 3.5 (or later) and Spitfire BBCSO Pro v1.2 (or later)

There is a Discover Dorico live stream video with full details of the playback and project templates here: [Expression maps and Playback templates for Spitfire BBCSO](#)

Playback Template

First, import the playback template (**BBCSO Pro.dorico_pt**) by dragging and dropping the file on to the Dorico hub.

Alternatively, open any Dorico project and use **Play > Playback Templates...** and then the **Import...** button.

In any of your Dorico projects you can now use the BBCSO sounds by applying the playback template from the **Play > Playback Templates...** dialog.

Dorico Template

In the Dorico project template most instruments have been mapped to the solo instruments in BBCSO Pro apart from Bass Trombone where only 'Bass Trombones a2' is available, and the string family where the ensemble patches load by default in the template. (If you use the playback template on your own Dorico project and have a e.g. a solo violin then the 'Violins 1 Leader' patch will be used.)

If you have also imported the playback template (see above) into Dorico you can duplicate any existing player or create new solo and section players, add instruments and a new slot will automatically be added to your VST rack in Play mode, with the routing and expression or percussion maps assigned.

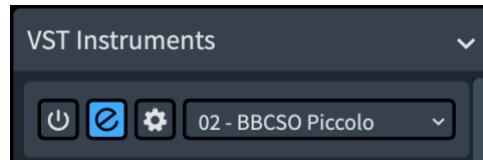
If you delete any players/instruments you might want to remove the BBCSO instance in Play mode too, or reload the Playback Template to remove all unused slots and reduce the amount of RAM being used.

If you choose an instrument in Dorico that doesn't exist in the BBCSO library e.g. Piano no slot will be assigned or sample loaded. See [Fallbacks for other instruments](#) for more information.

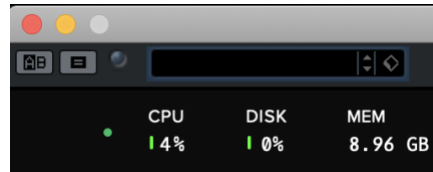
Loading Instruments

When you load the Dorico template or apply the playback template to an existing file the patches and expression/percussion maps will be loaded automatically for each instrument.

You can see if all the samples have loaded by going to Play mode and click on the 'e' for one of the first BBC Symphony Orchestra instances to open the interface.



Once the flashing red/green CPU light has turned solid green and the 'Mem' value (top left corner) has stopped getting larger, all samples for all the slots are loaded.



The samples will load in the background so you will be able to use Dorico in the meantime, but you may find that it takes around a minute for the slots to load and (depending on your computer specifications) another few minutes before the samples have loaded and you can then hear them.

Divisi

If you use the Dorico divisi feature you will have started with a section player. Section players will load the BBCSO section patches by default e.g. an 'a4' or 'Violins 1' patch. If you then create solo or section divisi sections and use Dorico's independent voice playback option you may want to check or change the samples loaded and change the expression map that each slot uses.

For more information please read the Dorico online help for [Enabling independent voice playback](#) or watch part of this [Discover Dorico live stream](#) for an example.

Pitched Percussion

Tuned Celeste and Harp have both 'Damped' and 'Damped Medium' patches, which have been mapped in the expression map to both 'damp' and 'muted' playing techniques. 'Damped Medium' does not have 'enabled' ticked, so if you prefer that option go to **Play > Expression Maps...** to edit the expression map, enable the 'Damped Medium' technique and untick/disable for the 'Damped' technique.

Timpani has 'Damped' and 'Muted' mapped and enabled, and 'Super Damped' and 'Super Muted' available as options to be enabled if you prefer.

Unpitched Percussion

In the supplied Dorico template, all of the unpitched percussion instruments have been added to one Percussion player in Setup mode.

Therefore if you only view the score in Page View you will only see the first instrument (Bass Drum).

Change to **Galley View** to see all the other instruments available.

In **Setup mode** you can also create extra players and drag the existing instruments to the other players as required.

The unpitched percussion is mapped via a percussion map for all the techniques available. Some of these such as superball (bass drum), bowed (for crotales and tam-tam) and hotrods (tam-tam) have also been added as text-based playing techniques so that adding e.g. 'bowed' via the playing techniques popover will trigger the correct key switch. Some other techniques such as scrape (guiro) have been mapped in the percussion map but you need to create a playing technique to make use of this assignment.

The unpitched percussion also has an expression map assigned to allow control of the dynamics via CC1 and CC11.

As some of the percussion instruments have more than one option available, they have been mapped to Dorico instruments as follows:

BBCSO Instrument	Dorico Instrument
Bass Drum 1	Bass Drum
Bass Drum 2	Marching Bass Drum (default)
Military Drum	Marching Snare Drum (1 line) solo, snares on
Snare 1	Snare Drum
Snare 2	Marching Snare Drum (1 line)
Tenor Drum	Tenor Drum (medium)
Woodblocks	High, Medium and Low Woodblock

Where some instruments have Short Ruff options they have not been mapped as they are normally notated with more than one note.

Fallbacks for other instruments

If you wish to use BBCSO in conjunction with another library such as the default HALion instruments provided with Dorico you can duplicate the Playback Template and add e.g. HSSE+HSO as a fallback option. Any instruments not available in BBCSO will then load automatically in HALion. See [this video](#) for more information.

Issues or Errors

If you find any issues with the Dorico template or playback template or would like to suggest changes or tweaks to it, please email discoverdorico@steinberg.de

FAQs and Troubleshooting

Legato

For patches that have a legato key switch Dorico will switch automatically to it for slurred notes.

The legato patches are designed by Spitfire Audio to be monophonic. If you are using multiple notes/voices on one staff you will therefore only hear one note each time. In Dorico, either use separate solo players in **Setup** mode and then the **Condensing** feature for the score layout, or edit the expression map(s) (see [Turning some keyswitches off](#)).

Legato patches also have more portamento between notes at lower note velocities. You may therefore also want to use the note velocity lane in **Play** mode to adjust this to your needs.

Volume dynamics & balance

Depending on the technique, dynamics have been set in the expression maps to be controlled by either CC1 or note velocity with a secondary dynamic of CC11. If you want to adjust the balance of dynamics between techniques you can select each technique in the expression map and adjust the Min and Max settings between 1 and 127 e.g. if a key switch for pizz is sometimes too quiet set the Min to a higher value such as 30. If a key switch is too loud, set the Max to a lower value.

Note that editing the expression map will change the dynamic range for all the instruments that use that expression map e.g. 'Horns & Trumpets'.

There are also other options for controlling dynamics of individual instruments such as using their dynamics or controller lanes in **Play** mode or the faders in the Dorico mixer.

Turning some keyswitches off

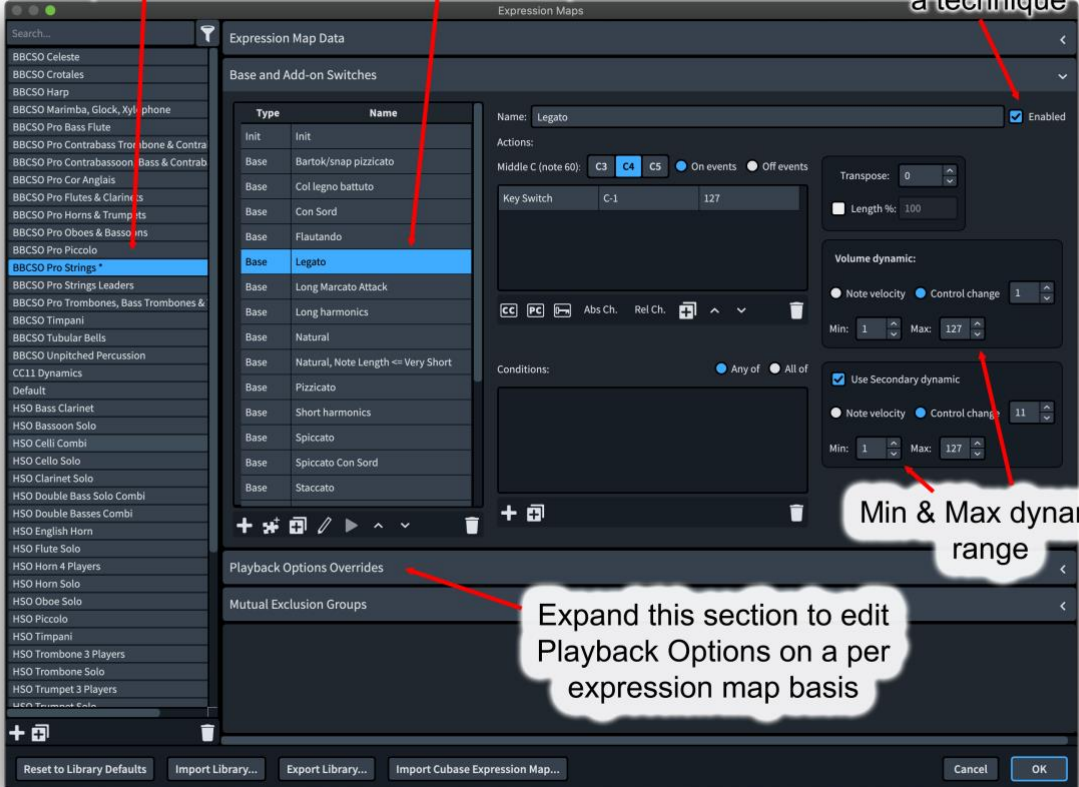
If one or more keyswitches aren't suitable in one of your projects you can disable them in the expression map. In Dorico go to **Play > Expression Maps**, select the Expression Map that you want to edit and then select the switch e.g. Legato and then on the right-hand side untick the **Enabled** box.

Note Lengths (for playback)

Dorico has default settings for the note durations of various techniques e.g. default notes are played at 95%, legato notes are played at 105% and staccato notes are played at 50% of their notated length. These percentages can be adjusted in **Play > Playback Options (Ctrl/Cmd-Shift-P)**.

You can also adjust these percentages on a per-expression map basis. While editing an expression map expand the **Playback Options Overrides** section to make changes.

You can also edit the length of one or more selected notes in Play mode.



The screenshot shows the Steinberg Expression Maps dialog box. The left sidebar lists various expression maps, with 'BBCSO Pro Strings *' selected. The main area is titled 'Expression Map Data' and shows the 'Base and Add-on Switches' section. The 'Type' column lists various techniques, with 'Legato' selected. The 'Name' field shows 'Legato' and is checked as 'Enabled'. The 'Actions' section shows 'Middle C (note 60)' with a key switch of 'C-1' and a value of '127'. The 'Volume dynamic' section shows 'Note velocity' with a 'Control change' of '11'. The 'Min & Max dynamic range' is set to '1' and '127'. The 'Playback Options Overrides' section is expanded, showing 'Mutual Exclusion Groups'. Annotations with red arrows point to the following elements:

- Select the expression map to edit it:** Points to the 'BBCSO Pro Strings *' entry in the left sidebar.
- Choose the playback technique:** Points to the 'Legato' entry in the 'Type' column.
- Enable or disable a technique:** Points to the 'Enabled' checkbox next to the 'Legato' name.
- Min & Max dynamic range:** Points to the 'Min' and 'Max' value fields in the 'Volume dynamic' section.
- Expand this section to edit Playback Options on a per expression map basis:** Points to the 'Playback Options Overrides' section.