

Spitfire BBCSO Core Template for Dorico 5

What's included

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

You need to have already installed Dorico 5.0.20 (or later) and Spitfire BBCSO Core v1.7.0 (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](#)

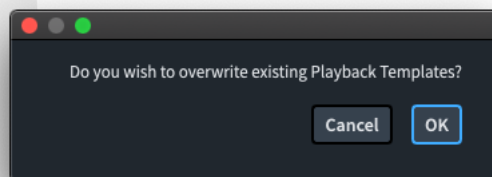
Playback Template

First, import the playback template (**BBCSO Core.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.

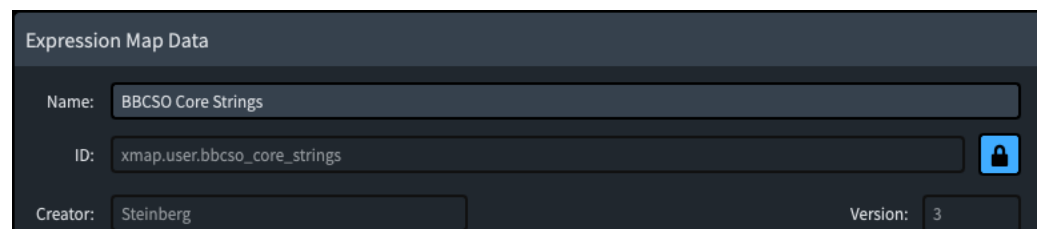
Updating

If you have an existing BBCSO Core playback template you can overwrite the existing Playback Template.



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

You can check that you have the latest version installed by opening an Expression map (**Play > Expression maps**), select one of the BBCSO options, expand the top **Expression Map Data** section and check that the **Version** is **3**, or editing the Playback Template (**Play > Playback Templates**) and checking the **Version** is **3**.



Dorico Template

In the Dorico template most instruments have been mapped to the solo instruments in BBCSO Core apart from Bass Trombone and the string family, as only section (e.g. 'a2') sounds are available.

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.

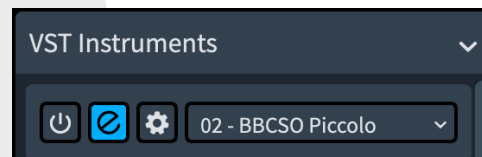
If you delete any players/instruments you might want to remove the BBCSO instance in Play mode too, or reload the Playback Template.

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.

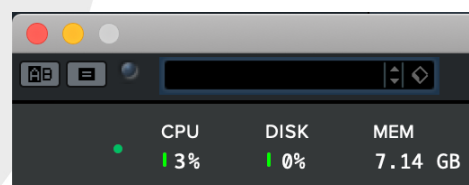
Loading Instruments

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. Depending on the specifications of your computer this may take a while.

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 '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 another minute or so before the samples have loaded and you can then hear them.

Dynamics

The dynamics have been mapped using CC1 and CC11. They can be adjusted in each expression map if required e.g. if the low range is too quiet for your project try setting the min to '30' or higher, similarly if the loud is too loud you can adjust the max. Note that this 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.

Divisi

If you use the Dorico divisi feature you will have started with a section player. Section players will load the BBCSO section sounds by default e.g. an 'a4' sample. 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.

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.

Default Techniques and Polyphony (new Nov '23)

Section players

The default sound for all woodwind and brass section instruments is the a2/a4 etc. This uses the Long keyswitch as the default 'natural' technique and is polyphonic.

Single players

The default sound for all woodwind and brass single players and all string players now uses the Legato keyswitch as the default 'natural' technique and is monophonic (from Nov 2023). If you are writing chords in woodwind and brass instruments you should probably consider using single players and then Dorico's condensing option.

If you are writing 'chords' e.g. double-stopped notes in string parts then you can use the **polyphonic** playing technique just for that/those note(s) which is included with this playback template, and it will use the Long key switch for playback. You can add **polyphonic** from the Playing Techniques > Common panel in the right-hand pane of Write mode or using the Shift-P popover and typing (polyphonic). If you include the brackets (from Dorico v5.1) it will automatically hide the text and show a signpost instead. Use View > Signposts if you don't have signposts turned on.

If you never want to use the Legato keyswitch as the default 'natural' you can instead enable the Natural (Long) and disable Natural (Legato) in each expression map.

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 disable 'Damped'.

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

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.

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 would need a playing technique creating to make use of them.

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

As some of the percussion has 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 the video at the start of this document for more information.

Troubleshooting

Monophonic or missing notes

You will find when writing chords or more than one simultaneous note when using single or string players in Dorico that only one note sounds. This is because the default sound uses the legato technique, which is monophonic. See the **Default Techniques and Polyphony** section above for more details.

Issues or Errors

If you find any issues with the Dorico template or playback template or would like to suggest tweaks to it, please email

discoverdorico@steinberg.de

Changes

7th Nov 2023

- Enabled the Dorico 5 Stage Template settings.
- Added the Concert Hall space template as the default.
- Natural technique changes: The default natural option for single players and all strings is now the legato technique. See the **Default Techniques and Polyphony** section above for more details.
- Single and Section players in woodwind and brass families now have their own expression maps.
- Horns, trumpets, trombones, bass trombones and strings very short notes and staccato technique reduced note velocity dynamic to remove harsh sound or loud jumps between techniques.
- Unpitched percussion: tremolo added to the percussion map (in addition to roll)

12th Oct 2021

Updated to fix a problem with the timpani sound loading as a violin.

1st Nov 2021

Updated to add suspended cymbal (as well as already available crash cymbal).

Pre Nov 2021

Before Version 3 of the template the expression maps and playback templates were either marked as v1 or v2 depending on which files had been changed. Now all expression maps and playback templates are marked as v3.

The changes in v3 of this template are to make the playback smoother, especially in legato sections with repeated notes. Specially these are the changes in the expression maps:

- All instruments now have the same C1 and C11 range of Min: 1 and Max: 127

In Playback Options Overrides:

- Default note duration: 85%
- Increase written dynamic of first beat in the bar by: 0
- Increase written dynamics of other beats in the bar by: 0
- Humanize written dynamics: 0