

Spitfire BBCSO Pro Template for Dorico 5

What's included

- This document
- BBCSO Pro.dorico_pt – the playback template.
- BBCSO Pro with Piano.dorico_pt

You need to have already installed Dorico 5.1 (or later) and Spitfire BBCSO Pro 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](#)

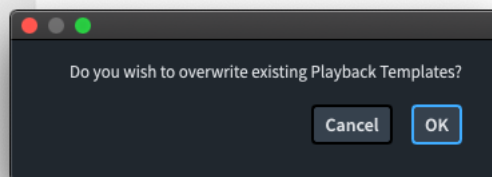
Playback Template

First, import the playback template (**BBCSO 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.

Updating

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



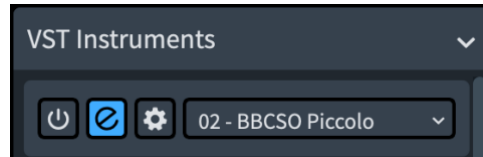
In any of your Dorico projects you can now use the BBCSO sounds by applying the playback template from the **Play > Playback Templates...** dialog.

If you were already using an earlier version you need to go to Play > Playback Templates and press Apply to reload using the new template.

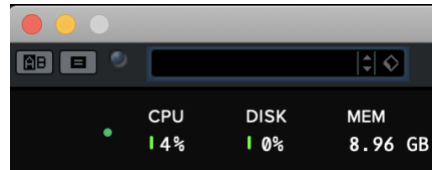
Loading Instruments

When you 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

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 can be 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 techniques they have not been added to the template 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

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 the key editor 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 **Library >**

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 **Library > Playback Options (Ctrl/Cmd-Shift-P)**.

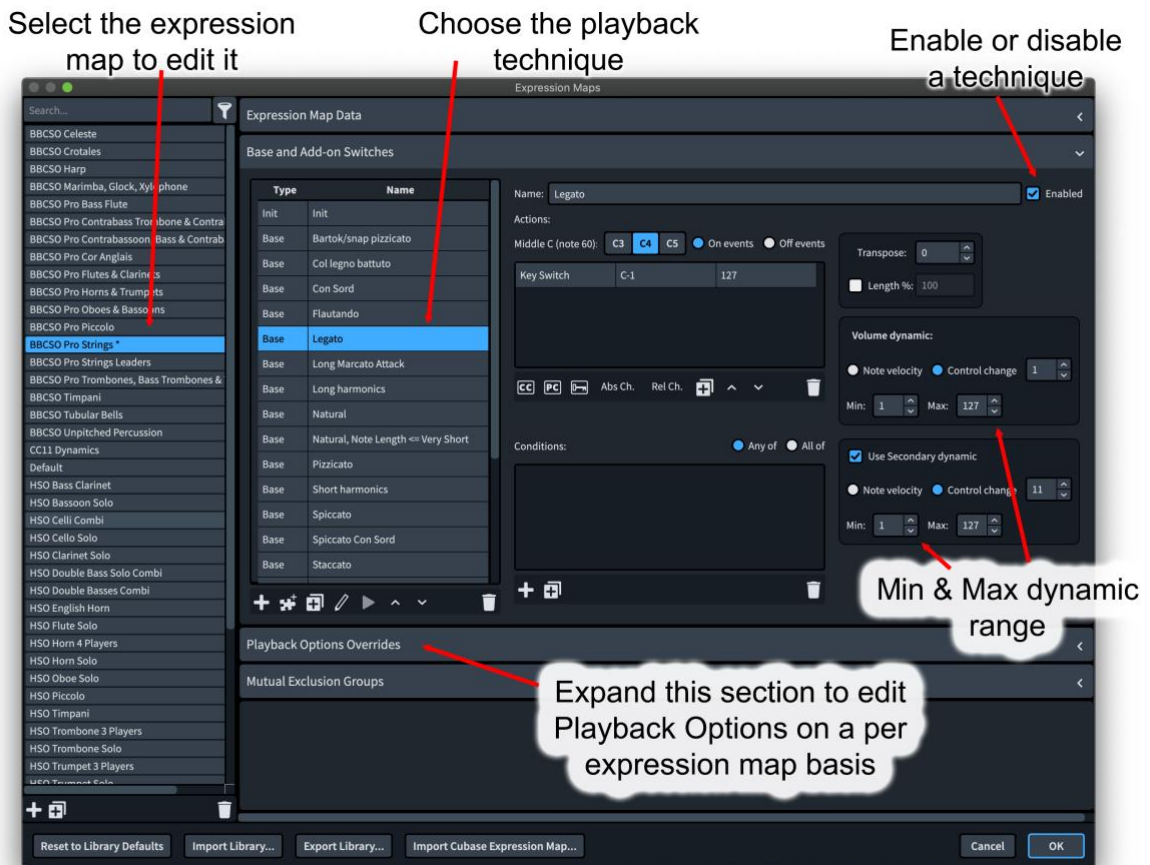
You can also adjust these percentages on a per-expression map basis. While editing an expression map expand the **Playback Options Overrides** section to make changes.

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

Notes incorrectly playing with the technique of the previous note

If you find that some legato notes (or 'natural' notes that use the legato patch) are playing as short or incorrectly using the technique of the previous note then this is likely due to the legato not switching properly in v1.7.0 of the Spitfire player.

In this case either edit the start position of the legato note in the Key Editor or Properties panel or adjust the delay in the expression map for that instrument by choosing the Legato/Natural (legato) technique and in the top right of the dialog adjusting the value to use less of a negative delay (in milliseconds).



Changes

3rd March 2025

- Added the BBC Symphony Orchestra Piano Core as an extra playback template option

General

All instruments now have their own expression map instead of some combined e.g. Flute and Oboes. This is so they can all have the correct delay time set for each technique.

If you apply the template to a project that had an earlier version applied you will have a lot of redundant expression maps now in the file. You could apply e.g. the Silence template, delete all the BBCSO expression maps and then re-apply the latest BBCSO template.