



Getting Started

Playbeat 4

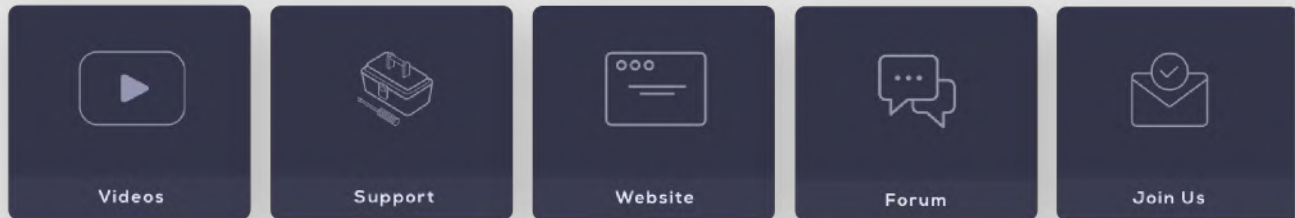




Playbeat is a groove creation plugin designed to enhance the creative process of crafting your own unique grooves.

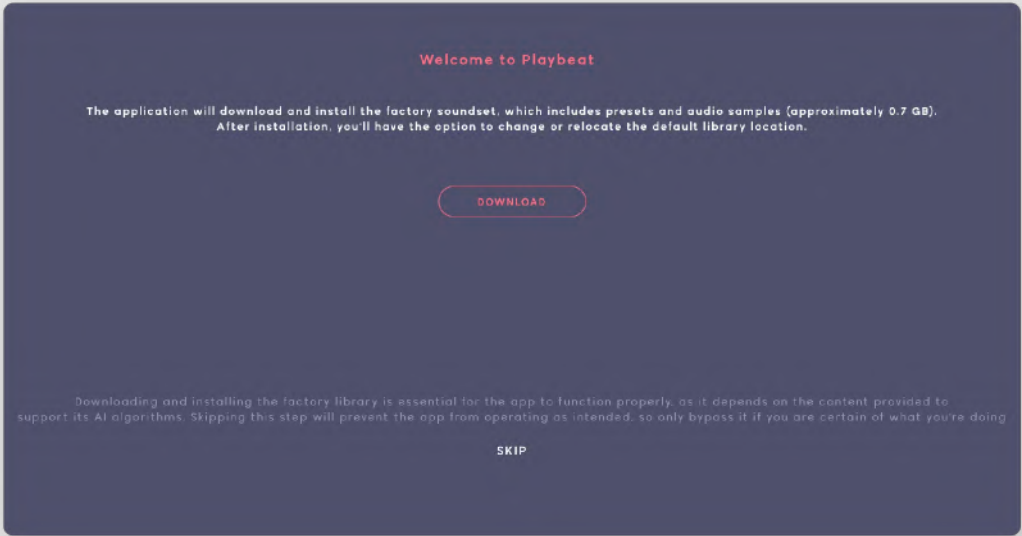
Playbeat 4 uses randomization algorithms and A.I. to deliver better and more interesting results compared to previous versions.

VST3 • AU • AAX • AUv3 • Stand Alone for Windows, MacOS and iPad.

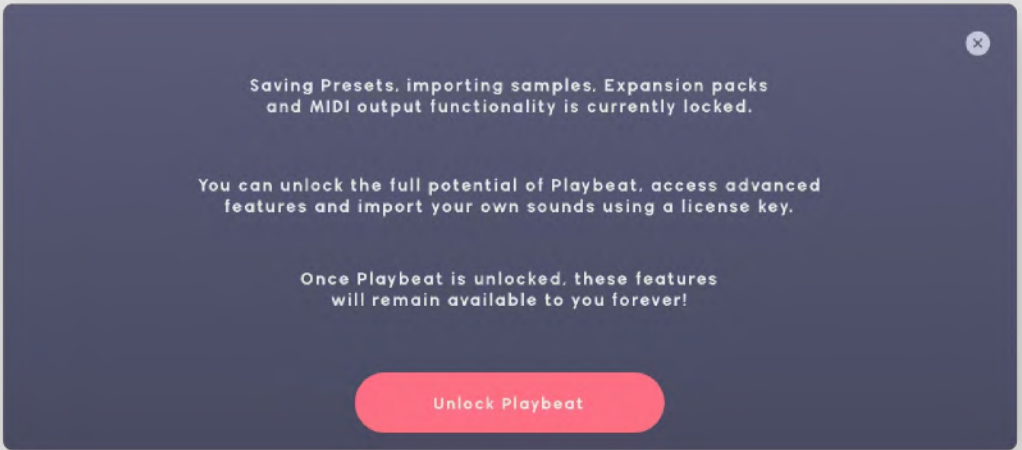


**Downloading and installing the Factory Soundset is essential for the App to function properly, as it depends on the content provided to support its groove creation algorithms.*

When you open Playbeat for the first time, you will be prompted to download the Factory Library, as shown below:

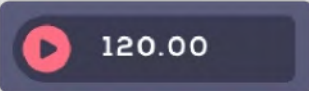


Click 'Download' to install the Factory Soundset (recommended), or 'Skip' to install it later. The option to install the Factory Soundset can found in the Presets manager too.



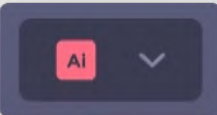
The trial version of Playbeat is fully functional, but it does not provide the option to install or create your own packs and use MIDI Output. Click 'Unlock Playbeat', enter your email and license key to activate it.

Menu controls

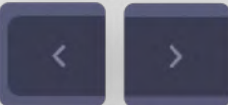


The top bar displays the current tempo in BPM.

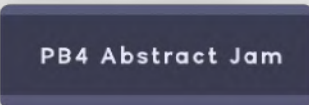
Activate the "Sync" button (default) and Playbeat will always play synchronized to your DAW. Deactivate the "Sync" option to allow Playbeat use its own clock. Adjust the BPM slider to set your preferred tempo.



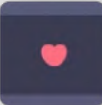
This is the A.I. menu. It allows you to select up to three music genres that Playbeat will be using in order to create your beats.



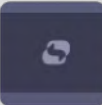
Click the left and right arrow buttons to navigate through presets.



Name of loaded preset.



Mark as favorite.



Mark as Smart preset.



Enter the presets manager tab.
Alternatively, click the preset's name to enter it.



Save preset.



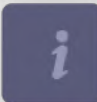
Undo & redo



Enter the MIDI Learn tab.

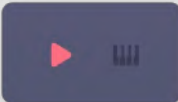


Enter the Settings tab.

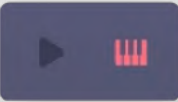


Enter the Info tab.

Keyboard and Playback modes



With Play mode, Playbeat plays in accordance with the playback of your DAW (normal transport).



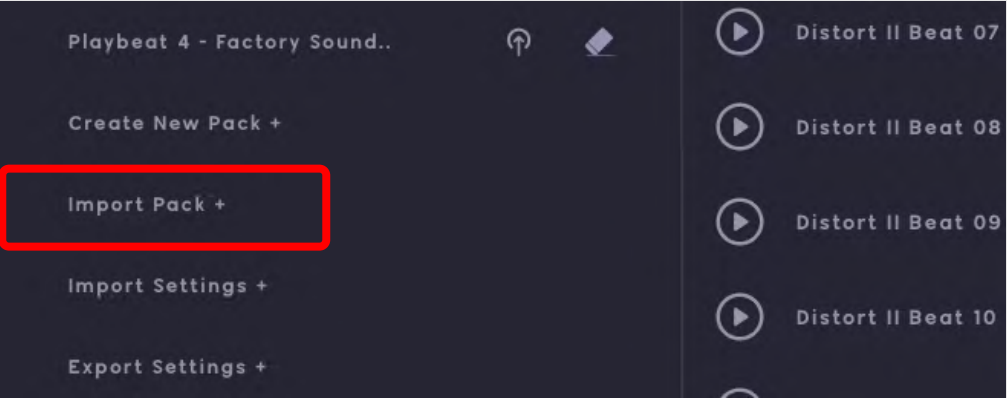
Enter the Keyboard mode to trigger the different tracks using your MIDI keyboard or MIDI notes.

Importing a pack

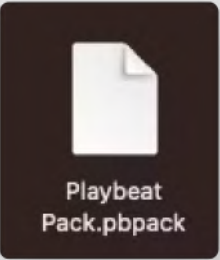
1. Enter the presets & packs manager by clicking the name of the preset that is already loaded, or the three dots icon button:



2. Click **Import Pack**.



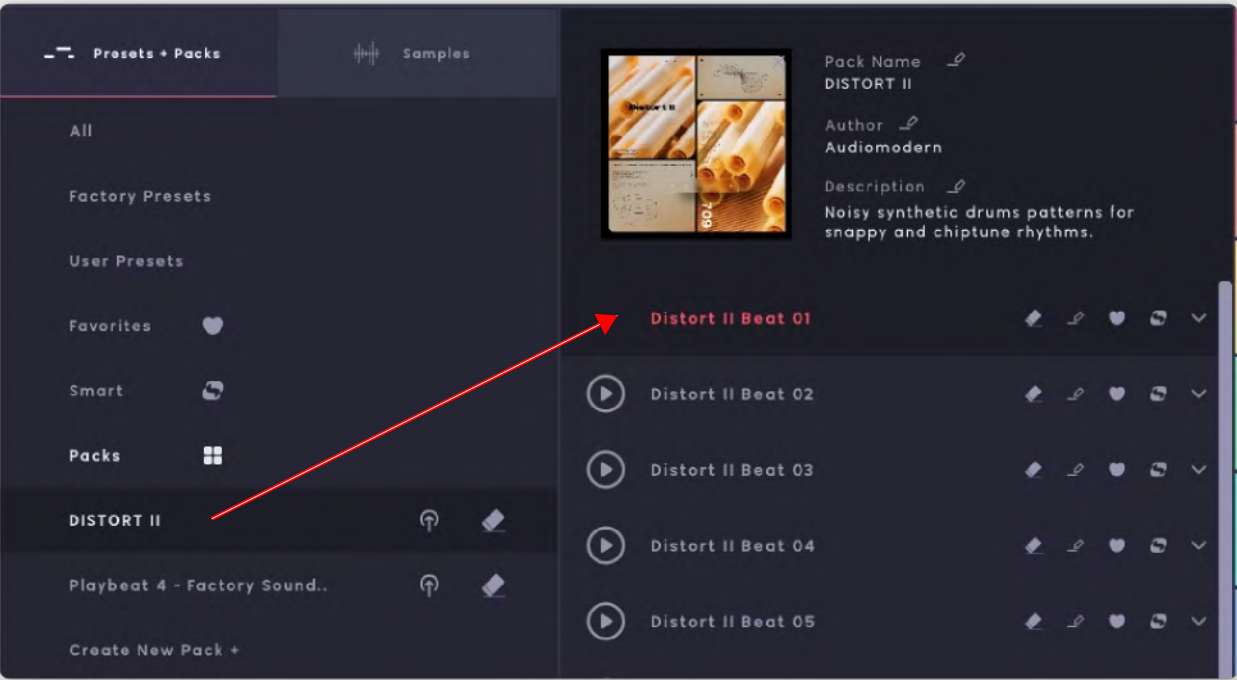
3. Locate and select the Playbeat Pack (.pbpack) that you want to import and click Open/Import:



4. Done!

Now you are able to see the Imported Pack under the Packs category.

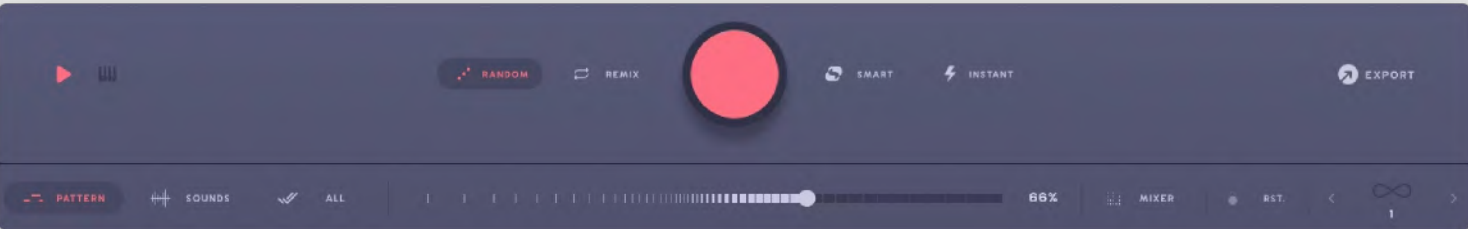
The presets that are included in the pack can be found in the right column. Double-click a preset to load it.





Creating your grooves

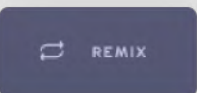
Playbeat 4 offers multiple ways to create custom grooves: you can either choose from a selection of music genres to inspire your groove, or let its groove creation algorithms generate unique patterns for you.

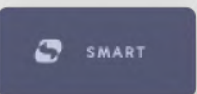
What sets groove creation in Playbeat 4 apart from earlier versions is its ability to always generate usable grooves tailored to your preferences. Unlike before, it will never produce a fully random groove, ensuring each pattern is relevant and can be used within your project.

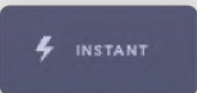


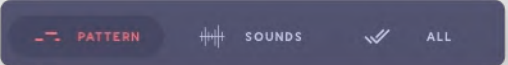
 This is the central Randomization button. Click/tap it to generate grooves based on the selected algorithms.

 **Random Mode:** When enabled, Playbeat generates semi-random grooves that are still musically coherent and usable.

 **Remix Mode:** This mode will subtly randomize your pattern. Click the randomization button to generate a new pattern that closely resembles the previous one.

 **Smart Mode:** This lets you generate presets based on your selected "Smart" Presets, providing more tailored and dynamic results.

 **Temporary randomization:** This feature allows you to randomize your pattern as much as you like and then return it to its original state. Simply click and hold the randomization button, and Playbeat will generate a new pattern. Release the button, and your original pattern will be restored.



These are three randomization controls:

Pattern: Use this mode to randomize Playbeat’s pattern. If you are using A.I. it will create patterns that can be a nice fit for the selected music genres.

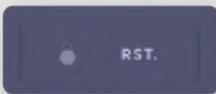

Sounds: With this mode, Playbeat will randomly load sounds to the selected tracks. If you are using A.I. it will select sounds that can be a nice fit for the selected music genres.

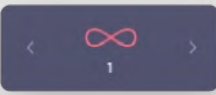
All: It will randomize both the pattern and sounds.



Use this horizontal slider to adjust the amount of complexity. By increasing it, Playbeat will create more complex patterns.

 Enter the Mixer tab.

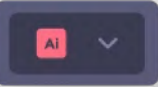
 When the "Lock" icon is enabled, you can select specific steps to lock, preventing them from being modified when you randomize the pattern. Enable the "Lock" feature, then click or tap on specific steps in the sequencer. Locked steps will display the Lock icon and they will not be randomized when you use a randomization algorithm. Deactivate the Lock icon to continue editing the sequencer. Click "Reset".  to unlock all steps at once.

 **Infinity mode:** While enabled, the infinity mode generates a completely new pattern each time a new pattern starts (loop).

You can select how many times the pattern shall remain the same until Playbeat generates a new one. For example: if X 2 is set, then each pattern shall play two (2) times, until the mode generates a new pattern and so on..

A.I.

Playbeat 4 uses AI to generate grooves and patterns. It analyzes rhythm, dynamics, and musical elements from the selected styles and music genres to create new grooves. It can be useful for producers who want to break out of their typical rhythmic patterns or even just spark some fresh ideas.



Click the 'A.I.' button on top to enter the music genres tab.

This gives you a selection of different genres and styles to choose from.



You can select up to 3 styles and Playbeat will generate new patterns and sounds based on these selections.

If not style is selected, all new patterns will be generated randomly, based on the complexity that is set on the main page.

While A.I. is in use, the A.I. button stays highlighted on the main interface. It's a simple way to see when the AI is doing its thing, so you know it's working on generating grooves based on the selected styles.

Use the scroll bar on the right of the screen to scroll up or down, or type the name of a genre in the search bar to search for it.

Selected styles will be highlighted with a border.

Click 'Reset' to deselect all styles at once.

Tip: Tagging a preset with one or more styles when saving it is useful for pattern creation in A.I. mode. Playbeat will analyze the preset and incorporate elements from it to generate grooves in the future.

The more tagged presets you accumulate, the more data Playbeat has to work with. This allows it to analyze a wider range of elements, resulting in more diverse and creative patterns when generating grooves.

This allows you to build your personalized library of musical inspiration for the A.I. to pull from!


Steps


In this area, you can view all the sequencer’s active steps or adjust your pattern manually as needed.




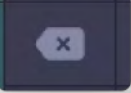
STEPS

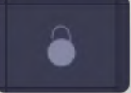
Access the Steps tab

- 

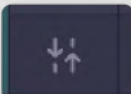
Randomize Steps: This will randomize the steps of the selected tracks based on the amount of complexity and pattern creation algorithms.
- 

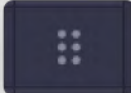
Reset pattern: This will clear the Steps of all tracks.
- 

Deactivate the On/Off button for one or more tracks to prevent them from being randomized by the central randomization button.
- 

Reset Track: This will deactivate all steps on the track, clearing its pattern.
- 

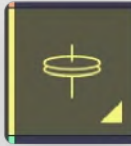
Lock Track: Enable this to prevent the track from being randomized.

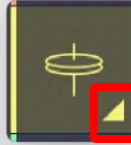
- 

Swap Tracks: Drag and drop this to another track to swap their patterns.
- 

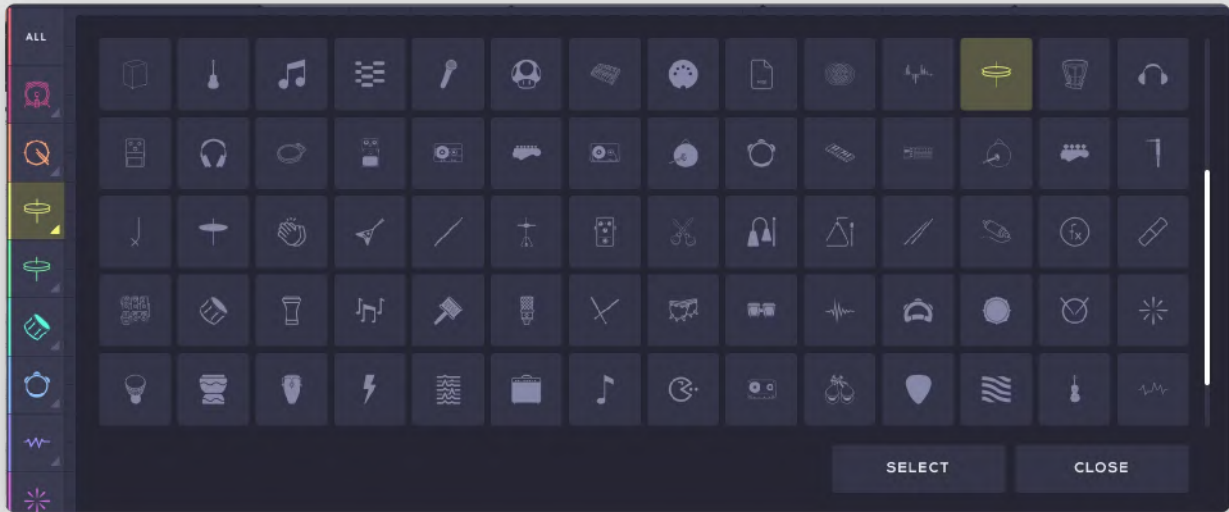
Copy Track: Drag and drop this to another track to copy its pattern to that track.
- S

M

Solo & mute Track
- 

Track selector: Click any of these buttons to select a track. The selected track will be highlighted.
- 

In this area, you can also choose an icon to represent the type of sound loaded into your track. Click the triangle icon at the bottom-right corner to change it.



Click an icon that can represent the type of the sound that is loaded into your track and click "Select".
Click "Close" to exit the tab.

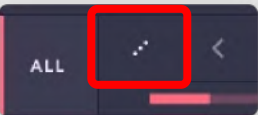
Sequencer Settings



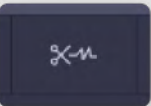
In this area, you can view the name of the sound (audio file) that is loaded into the selected track.

Click on it to enter the sample manager.

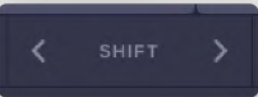
Use the left and right arrow buttons to load the next or previous sound within the same folder as the currently loaded sound.



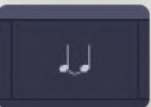
This will randomly load a sound into the selected track. When using A.I., Playbeat will attempt to load a sound that complements your track, bu picking a sound that belongs to the selected music genre.



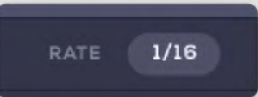
Click this button to enter the Audio editor.



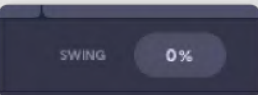
Use the right and left arrow buttons to shift the steps of the selected tracks to the right or left.



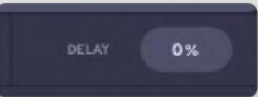
Merge Notes: Enabling this feature allows you to merge notes within a specific section. To use it, click or tap repeatedly on 1 to 4 notes to merge them together.



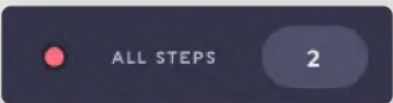
Step Duration: You can adjust the duration of each step for individual tracks, such as 4/4, 1/16, 1/32, etc. Select "ALL" or your preferred track, then use the drop-down menu to choose the desired duration.



Swing: Instead of each step being played exactly on the beat, swing introduces a slight delay to every second note for the selected tracks. Increasing Swing will increase this delay.



Delay: All steps in the selected track will be played with delay.



Use this to set the number of steps for your new patterns:

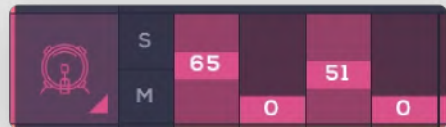
1. Click this button to activate it:

2. Drag the number of steps up or down to adjust it:

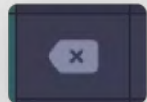
3. Click the Randomization button for Steps (below), and the new patterns will contain the number of active steps corresponding to your selection.



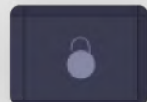
Use Flam to play two similar notes of the sequencer very close together. This creates a "double-hit" effect, where one note plays right after the other, adding a subtle, layered feel.



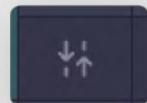
Click 'Flam' to access the flam settings for the sequencer. Drag the flam value for each step up or down to adjust it. Click 'Flam' to exit the view.



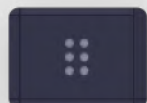
Clear Track: This will delete all notes of the track in the Steps section.



Lock Track: This will lock the track's Steps, Density, Pitch, Volume and Pan so they will not be randomized by the randomization buttons.



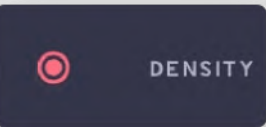
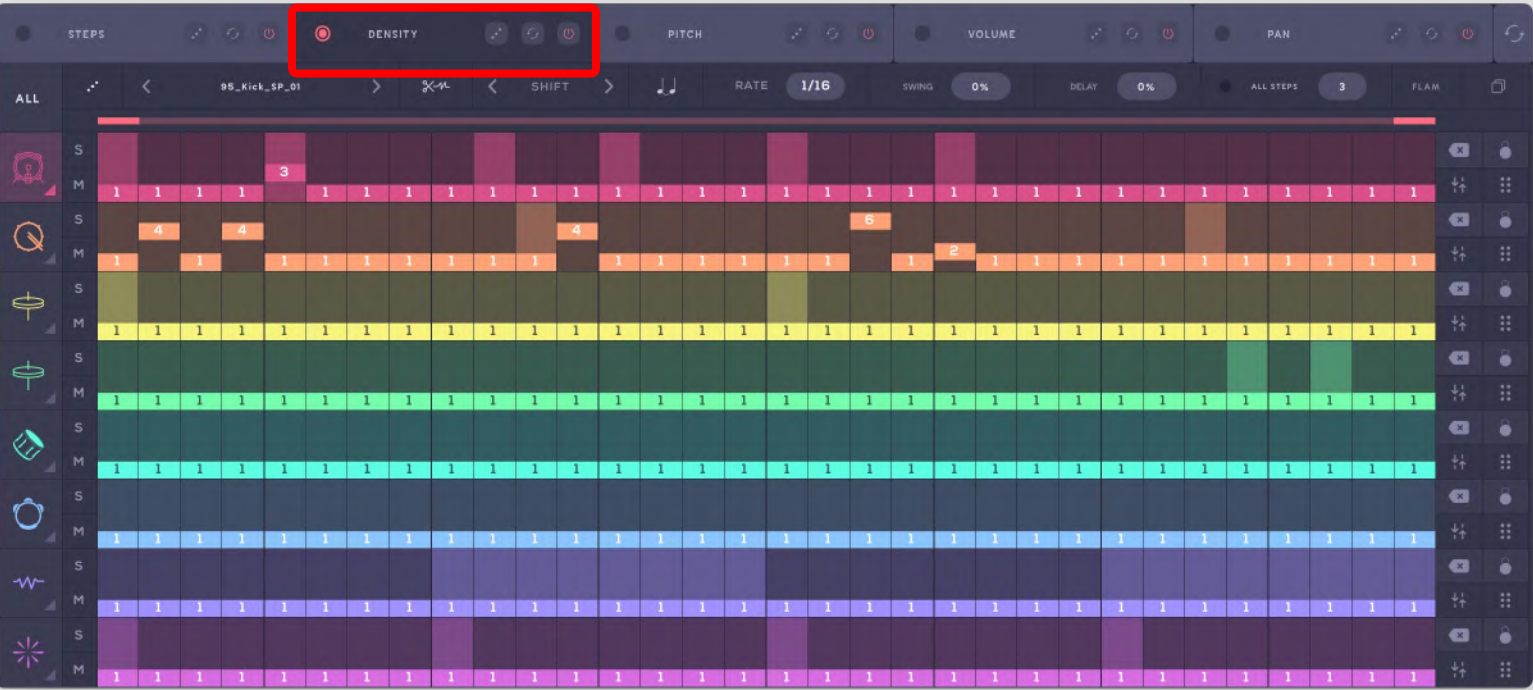
Swap Tracks: Drag and drop this to another track to swap their patterns.



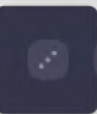
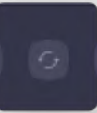
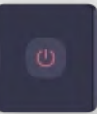
Copy Track: Drag and drop this to another track to copy its pattern to that track.

Density

In this area, you can view the density settings for all the steps of the sequencer.

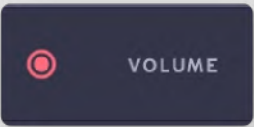
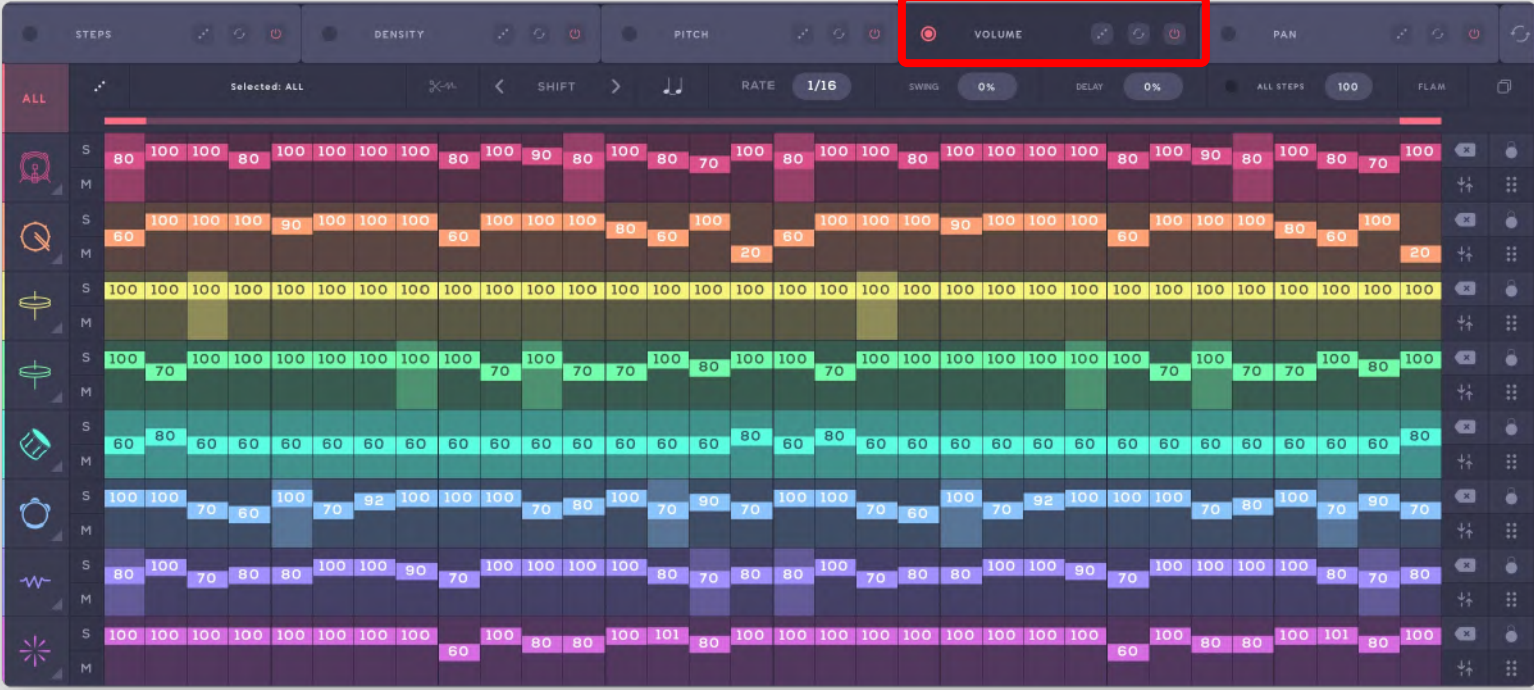


Access the Density tab

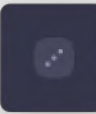
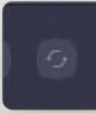
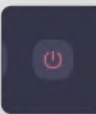
-  **Randomize Density:** This will randomize the density of the selected tracks based on the amount of complexity that you have set by using the horizontal slider on top.
-  **Reset:** This will clear the Density for all steps of the selected tracks.
-  Deactivating this button will prevent Density from being randomized for the selected tracks.

Volume

In this area, you can view the volume of all the steps of the sequencer.

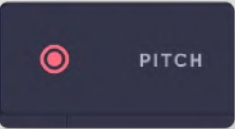
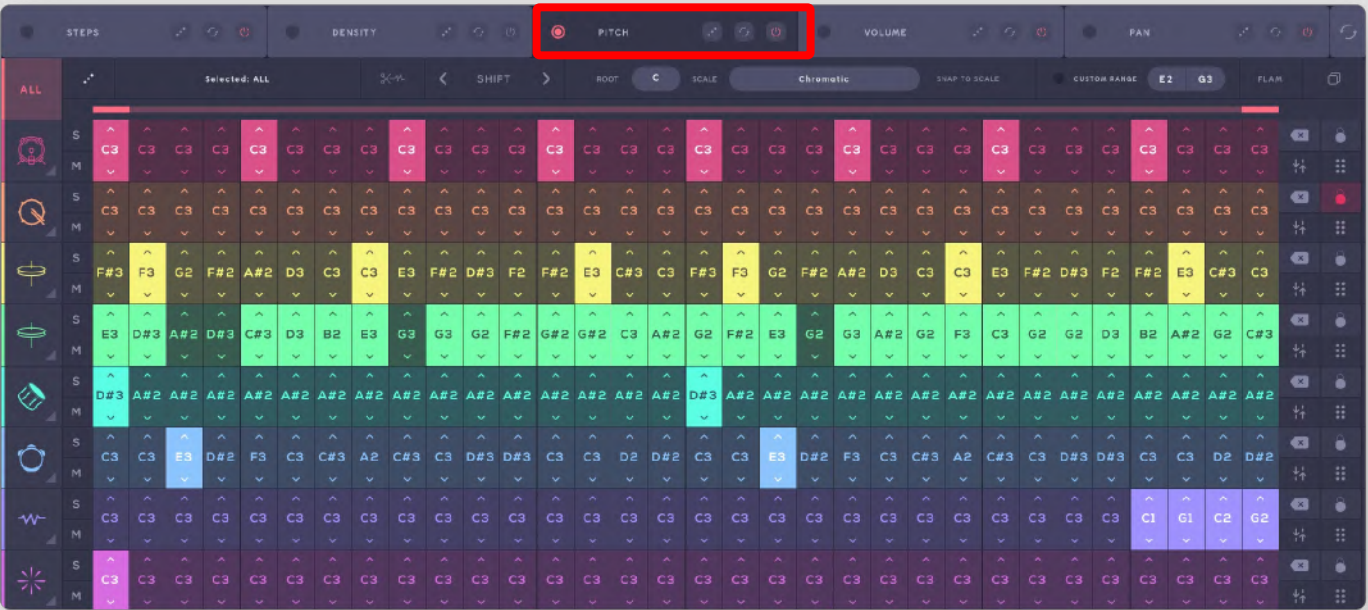


Access the Volume tab

-  **Randomize Volume:** This will randomize the volume of the selected tracks based on the amount of complexity that you have set by using the horizontal slider on top.
-  **Reset:** This will reset the Volume of all steps to 100 for the selected tracks.
-  Deactivating this button will prevent Volume from being randomized for the selected tracks.

Pitch

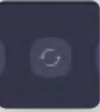
In this area, you can view all the sequencer's active steps or adjust your pattern manually as needed.



Access the Pitch tab



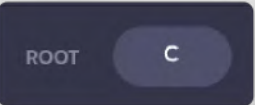
Randomize Pitch: This will randomize the pitch of the selected tracks based on the amount of complexity and pattern creation algorithms.



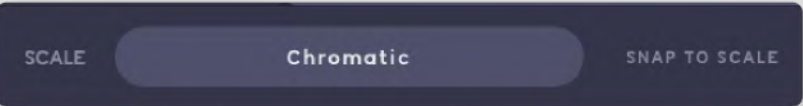
Reset pattern: This will clear the Density of all tracks.



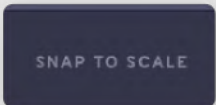
Deactivating this button will prevent Density from being randomized for the selected tracks.



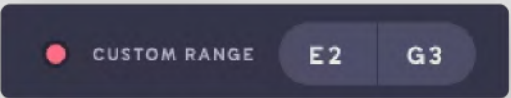
Select a note to be the root note of your scale.



Choose a scale type for your pattern to be generated based on it.



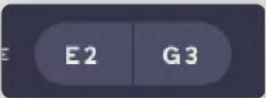
If your pattern contains notes outside the selected scale and scale type, click 'Snap to Scale' to transpose those notes so they fit within the scale.



In this area, you can select the range of notes to be included in new patterns.

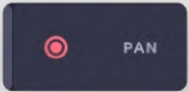
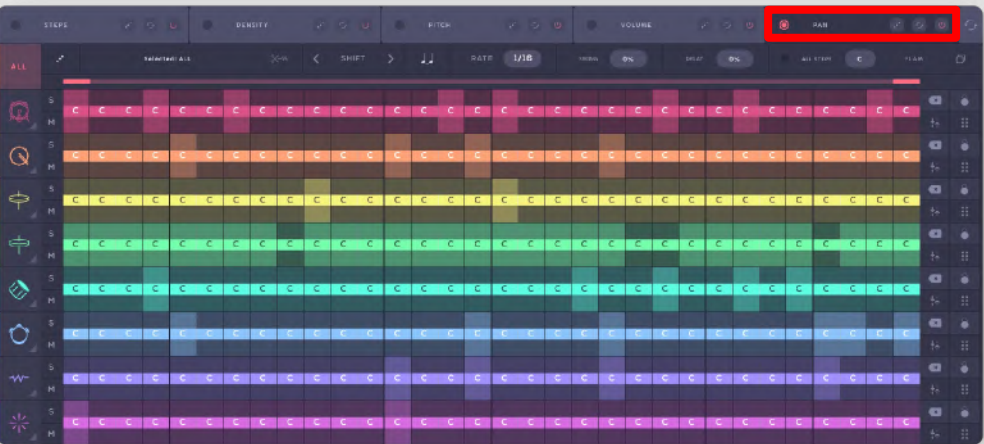


Activate the custom range option.



These are the lowest and highest notes your patterns will include. Drag the values up or down to adjust them.

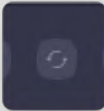
Pan



Access the Pan tab



Randomize Pan: This will randomize the pan of the selected tracks.

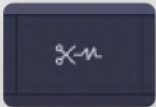


Reset: This will reset the Pan of all steps to the center.



Deactivating this button will prevent Pan from being randomized for the selected tracks.

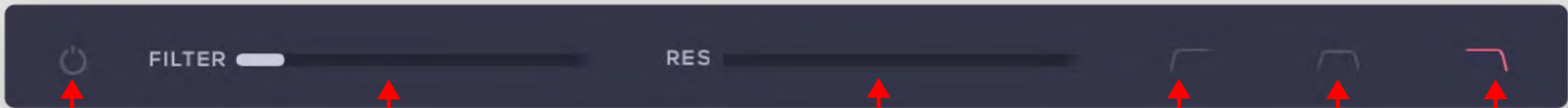
Audio Editor



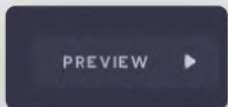
Click this button to enter the Audio editor.



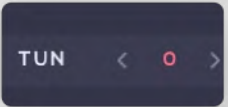
First, the Audio editor contains a Filter which can be applied to your audio:



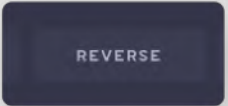
Bypass effect Filter cutoff Resonance High Pass Band Pass Low Pass



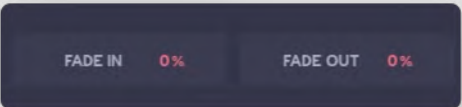
Preview audio



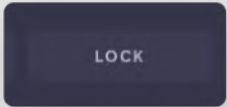
Transpose audio +/- 24 semitones



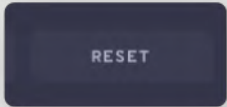
This will reverse the audio file



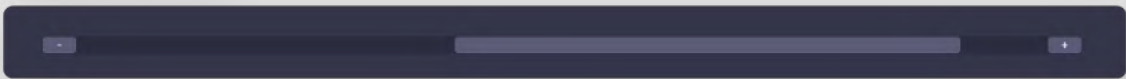
Use the Fade In and Fade Out parameters to gradually increase the volume at the beginning and decrease it at the end of the audio, respectively.



This will lock Fade in, Fade out and Transpose.

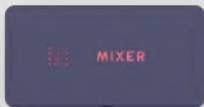


Click this to reset all values in the audio editor.



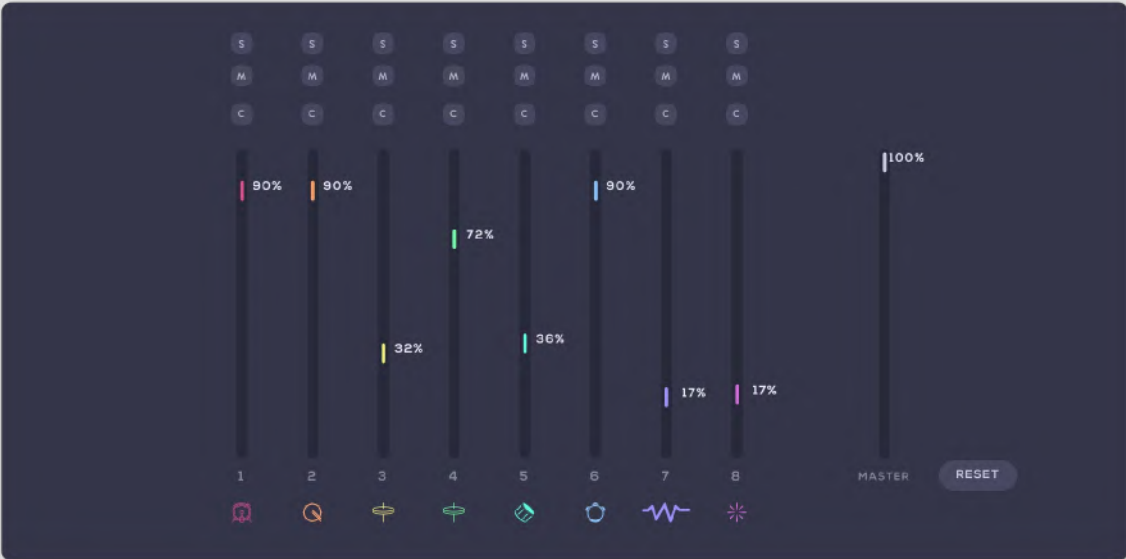
Use the horizontal scroll bar to zoom in and out of the waveform. Click the '+' and '-' buttons on either side of the bar, or drag its edges left or right. You can also drag the center of the bar to adjust the view.

Mixer



Click this button to enter the Mixer tab.

In the Mixer tab, you can solo or mute each track, adjust the pan and volume for each one, and use the master volume to control the overall sound level. Click 'Reset' to restore all values to their default settings at once.

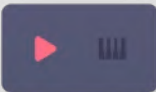


Keyboard

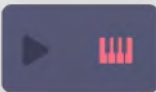
Playbeat’s keyboard can be used in many ways:
You can trigger the sounds and each of the sequencer tracks.
Along with this, you can use this keyboard to store your own collection of quick presets, or automatically generate new presets mapped across the keyboard.

The performance keyboard allows you to mix and match your sounds and sequences, creating endless combinations.

Keyboard and Playback modes



With Play mode, Playbeat plays in accordance with the playback of your DAW (normal transport).



Enter the Keyboard mode to trigger the different tracks using your MIDI keyboard or MIDI notes.

Sounds

The Sounds octave, triggers each of the sounds separately.
Sounds start from C1 by default. You can change this from the Settings.

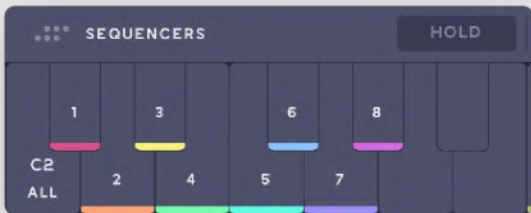


Each key color corresponds to each track of the same color.
C1 triggers all Stems at once, D1 triggers the first track and so on...
The octave’s number can change through the Settings.



Enable Hold to continue playing any of the Sounds after a key is released.

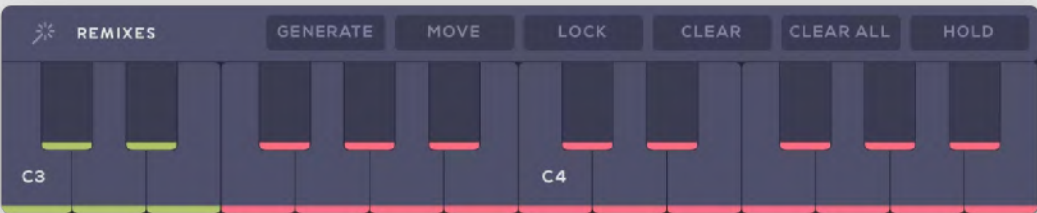
Sequencer



Use this octave to triggers the sequencer.
When you hit any of these keys, it will playback the sequencer.

Enable 'Hold' to continue playing any of the Sequencer after a key is released.

Remixes



On the C3-C4 octaves of your keyboard, you have Remixes.
These are almost like Quick presets that you can play instantly.

Click any of the empty (grey) keys to store a sequence. The key will be highlighted with yellow color:

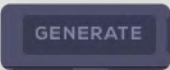


You can save up to 24 different remixes for later use.

You can load any of these remixes in real time by pressing any of the keys in the Remixes octaves.

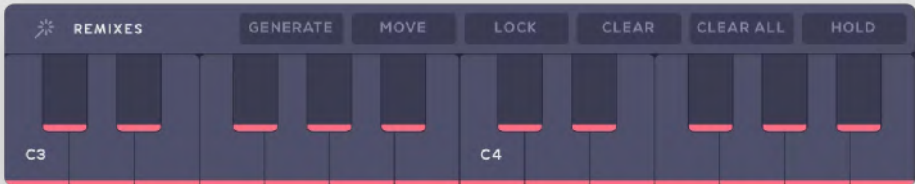
Saving a preset, will save its remixes as well.

The Remixes octaves also have the "Generate" button here:



which can automatically generate up to 24 different remixes of the current sequence that you have.

These automatically generated remixes will have red color:



Same with your own saved remixes, they can be easily loaded pressing any of the Remixes octaves' keys.

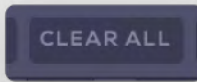
Edit your remixes: To edit any of your remixes (red or yellow), click and hold the key that corresponds to your remix and make your changes. By releasing the key, these changes will be automatically saved. Alternatively, clear your remix and save another remix in this key.



This allows you to move any of the remixes to another key. Click 'Move' and drag and drop a remix to another key.



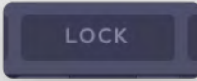
Use Clear button to delete any of the saved remixes. Click Clear to activate it and then click any of the keys to be cleared. Click Clear again to deactivate it and exit the Clear mode.



Click 'Clear All' to clear all the remixes at once.

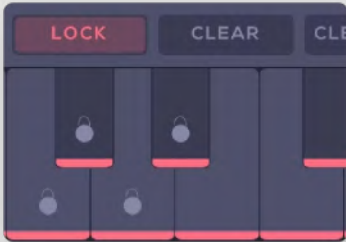


Same with the other octaves, click Hold to allow your Remixes continue playing after a key is released.



The Lock button allows you to lock any of the keys, so each time you click 'Generate', the locked keys will not be affected.

Click Lock to enable it and then, click any of the keys to be locked. The locked keys will have a lock icon as shown below:



To unlock a key, enable the Lock button and click any of the locked keys.

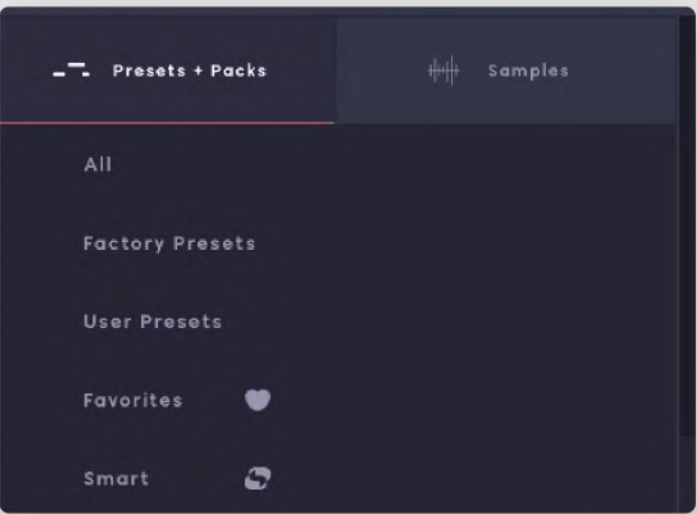
Presets Manager

Playbeat’s Presets Manager allows you to create your custom Presets & Packs, import, or share them across devices with one click.

Click the “three dots” button, or the name of the loaded preset name to enter the Presets Manager.



All presets are well organized in folders (left column). The content of the selected folder will be displayed in the middle column.



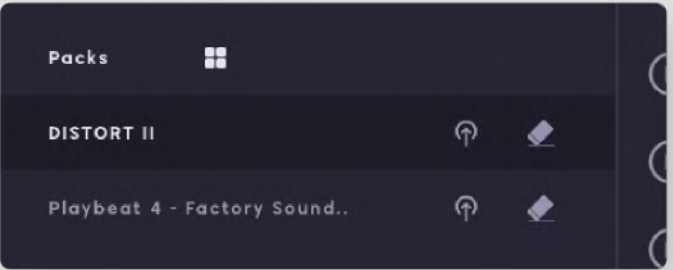
ALL: Includes all Presets

Factory Presets: Playbeat comes with a wide collection of built in Presets. All factory presets will be stored in this folder.

User Presets: All user presets will be stored in this folder.

Favorites: Your “favorite” Presets will be stored there.

Smart: Your “smart” Presets will be stored there.



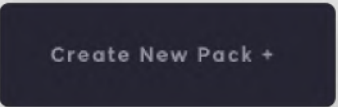
Under the “Packs” section, you can find the names of the packs that have been already installed.



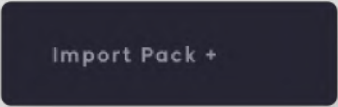
Export pack: Export your pack to share them across devices. Packs created with desktop version can be used on iPad and vise versa.



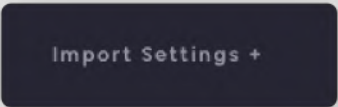
Delete pack.



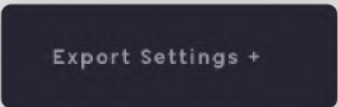
Click this to start creating your own pack.



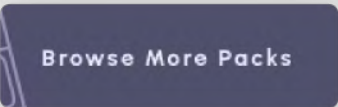
Browse the correct path on your HD to import your Playbeat Pack.



Import Playbeat’s settings (.amx file format).



Export Playbeat’s settings to be transferred to another computer.



This will take you to the Expansion packs store.



This option will appear only if you have not installed the Factory Soundset yet.

The Factory Soundset is essential for the App to function properly. It is highly recommended to install it.

Creating a custom pack

Create New Pack + Click this to start creating a new pack.

Pack Name

Enter new pack name to save it

Author

Username

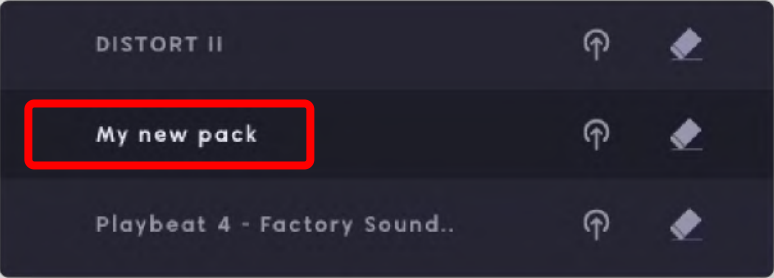
Description

Short description goes here

Click the pencil buttons to name your pack, enter your author name, and write a description for your pack.

Click '+' to add your own artwork.

The name of your new pack will be visible in the left column's Packs area:

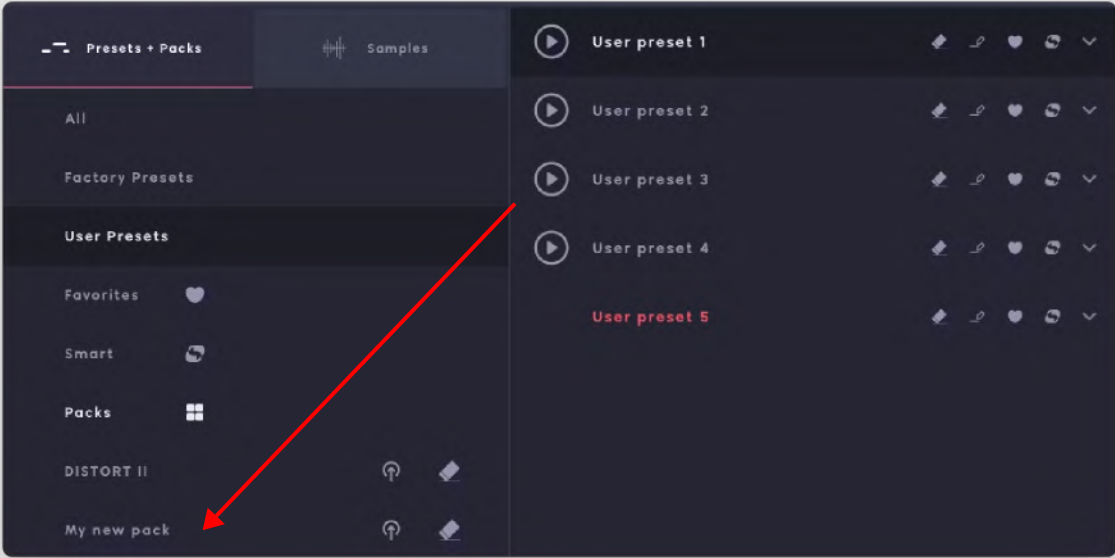


Adding Presets to your Packs

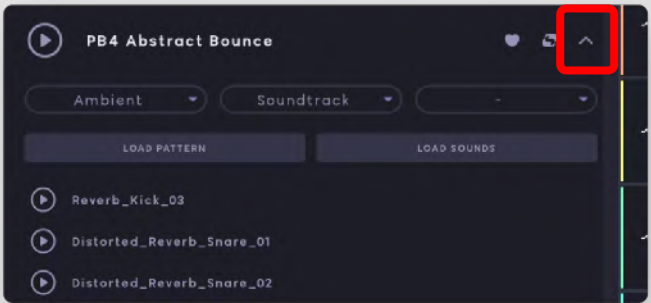
All your custom presets are visible in the 'User Presets' folder.

To add your presets to your pack, simply drag your presets from the middle column and drop them to your pack's name (left column).

Click and hold "Shift" to select multiple presets to be imported to your pack.



Click the name of your pack to view the presets that are included in it.

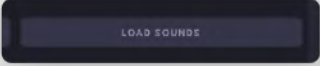


Click the arrow button to expand the preset menu. Here, you can view and preview the sounds included in the preset, tag the preset with relevant music genres, and access different loading options.

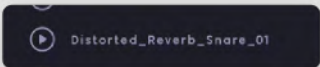
In addition to organizing your presets neatly, tagging can enhance Playbeat's performance by allowing it to use the tagged presets to better support its groove creation algorithms.



Load pattern: This will load the pattern of the preset, keeping the already loaded sounds.



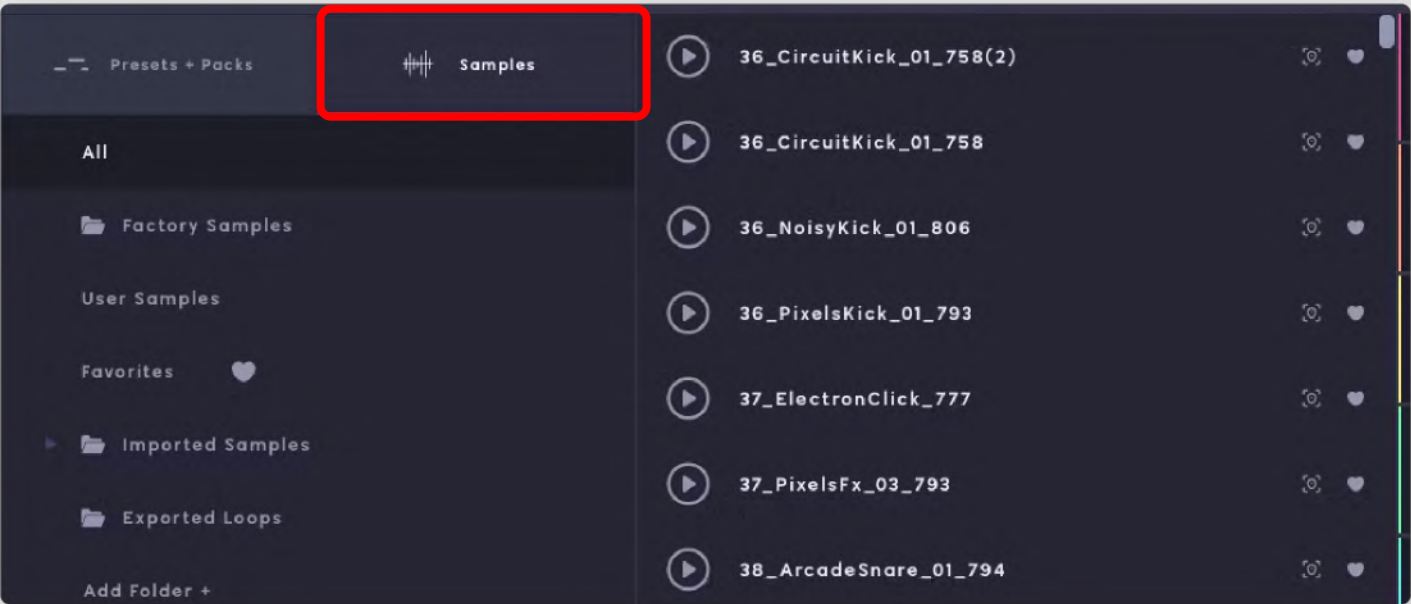
Load sounds: This will load the sounds of the preset, without changing the pattern.



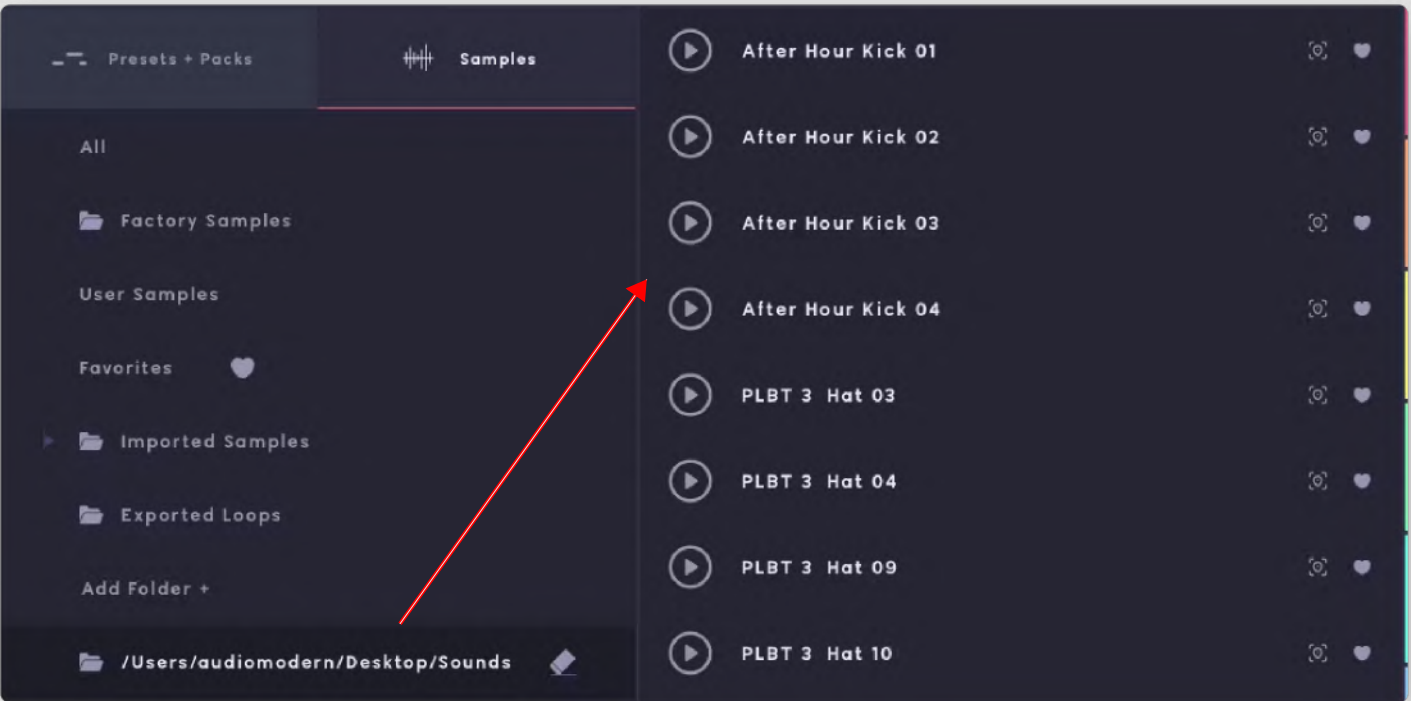
These are the names of the sounds (audio files) included in the preset. Click or tap and hold the 'Play' button to preview them.

Samples Manager

Click "Samples" to enter the Samples Manager.



All Samples are well organized in folders (left column).
The selected folder's content will be displayed in the middle column.



Scroll up or down or use its scroll bar on the right side of the middle column.
For iOS or track pad users: Use two fingers to scroll.

ALL: All imported by user or factory samples can be reached through this tab.

Factory Samples: Playbeat's factory samples folder.

User Samples: This folder contains all individual samples loaded by the user. This is a virtual directory for all samples that can't be located in sample manager via other categories or manual folders. Factory samples or imported samples, located in one of the left column's folders will not be added to the User Samples list.

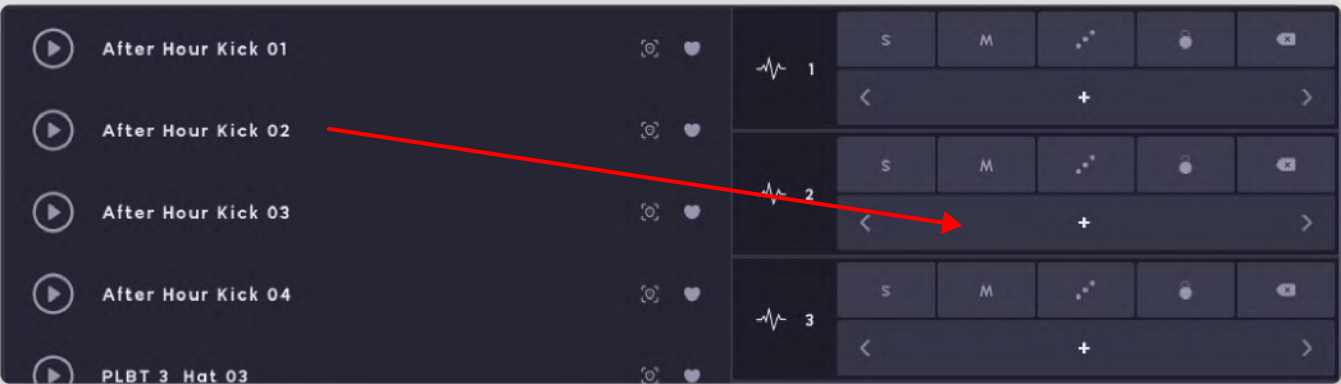
Favorites: Your "favorite" samples will be stored there.

Imported Samples: Through this folder you will be able to access all samples that have been imported, loading a Loopmix pack. You can use these sounds to create your own presets, or to load them to any Loopmix track.

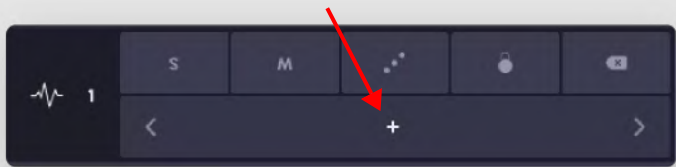
Exported Loops: All exported loops will be visible through this folder.

Add Folder: Click "Add Folder" to browse to the right location on your HD and select a folder to be imported. The paths to the selected folders will be displayed in the left column. This option is not currently available with the iOS version.

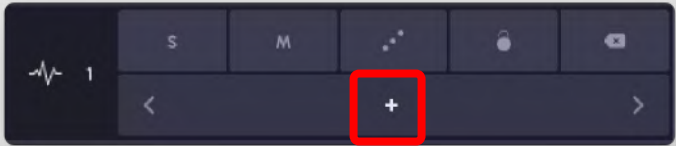
Drag and Drop any of the sounds from the middle column to any of the right column's Tracks. For the Tracks that already have a sample loaded, the name of the loaded audio file will be displayed:



Alternatively, click the sample name area below to browse your preferred samples located anywhere on your HD:

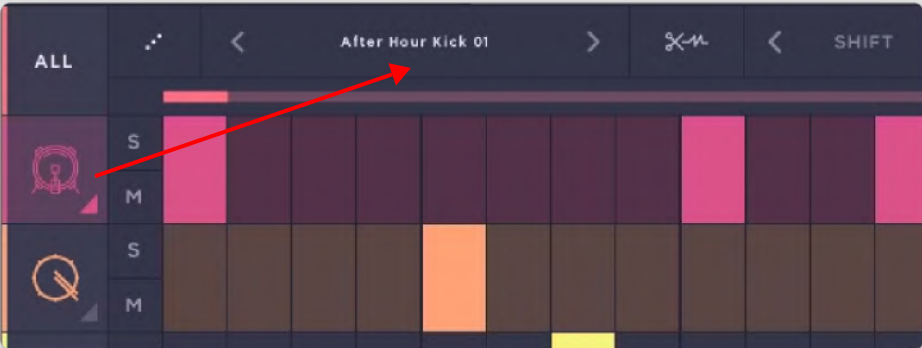


For iOS users: To load your own samples, click the '+' button in any track to browse your preferred samples located anywhere on your HD:

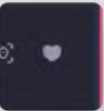


Click the left and right arrow buttons to easily change the loaded sample to the previous or next sample included in the same folder.

Once a sound is loaded onto a track, clicking the selector button for that track will display the sample name of the loaded sound. In the example below, we have selected Track 1:



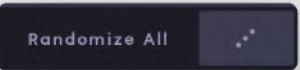
Preview: Click the play icon in the middle column to preview sample.



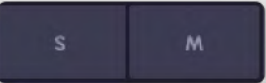
Favorite: Mark as favorite any of the middle column's samples to easily reach them later through the "Favorites" folder.



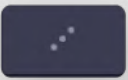
File location: This will open your system's folder which contains the selected sample.



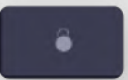
Randomize All: This will select random samples to be loaded to all tracks at once.



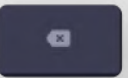
Solo & Mute



Randomize Sample: This will load a random sample to your track. Loopmix will load a sample contained in your already loaded/selected folder.



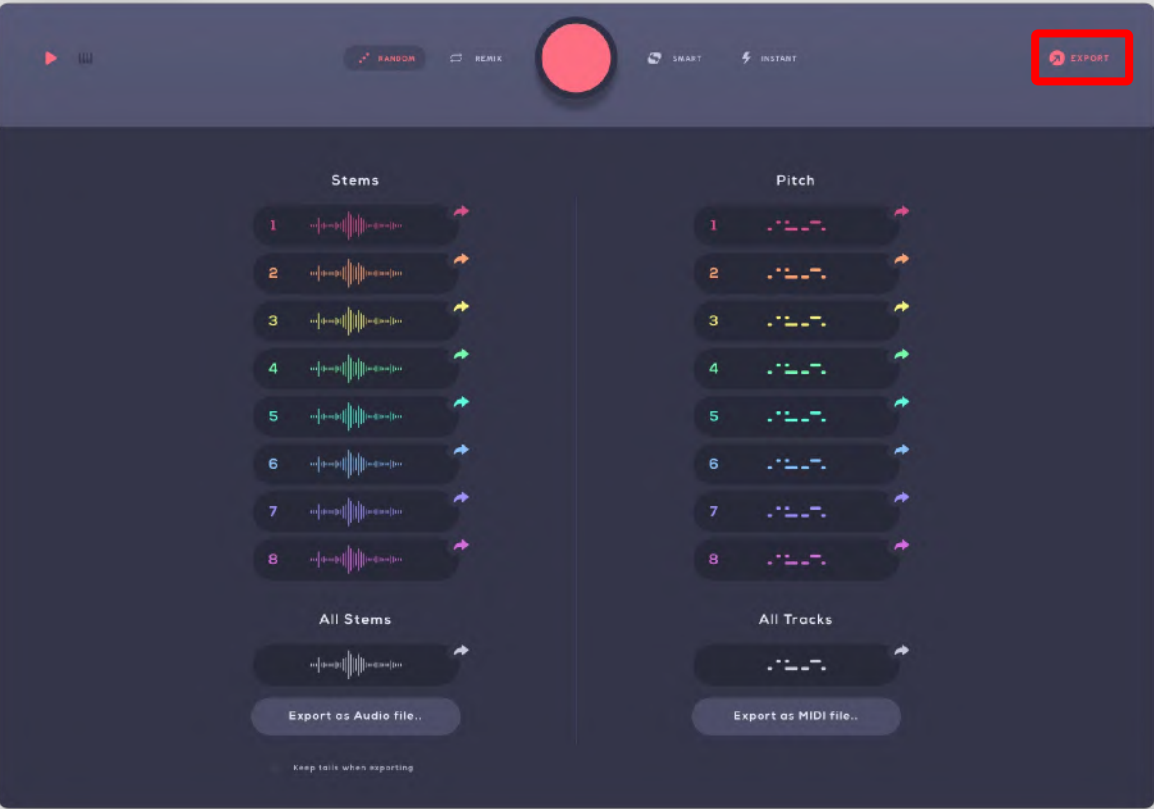
Lock: This will prevent the loaded sample from being randomized once you click the sample manager's "Randomize All" button.



Remove sample: This will remove the loaded sample.

Export Audio & MIDI

 Click the Export button to enter the "Export Audio & MIDI" tab.



You can export audio and MIDI files for each track individually, or for all tracks at once. To do this, simply drag the desired option and drop the files directly into your DAW or any location on your computer.

Alternatively, click the 'Export as Audio File' or 'Export as MIDI File' buttons. In the pop-up window, enter a name for the audion or MIDI file and choose a location to save it.

You can also choose to keep the audio tails when exporting. To do this, enable the 'Keep Tails When Exporting' option.

Click the 'Export' button to exit the tab.

Automation


MIDI Learn allows you to remote control virtually any on-screen parameter with a MIDI controller. You can use Playbeat's "MIDI Learn" system, or the MIDI CC Mappings through the Settings tab.

MIDI Learn

The basic process of pairing a physical control to a Playbeat parameter using MIDI Learn is extremely simple.

 Click the 'MIDI' button.

The controls that can be automated will be highlighted.

Click a parameter to select it: 

Move a slider or knob on your MIDI Controller to associate it to that parameter.


The MIDI CC number of the associated control will be visible: 

Click the 'X' on the top right corner of a parameter to remove MIDI Automation:



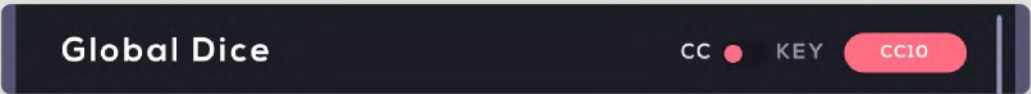
MIDI CC Mappings

The second option is to automate the parameters using the Settings > MIDI CC Mappings menu.

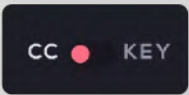
 Click the top-right Settings (gear) button to access the MIDI Mappings.

The MIDI Mappings list includes all parameters that can be automated and provides the option to associate a parameter to your MIDI Controller or a key on your keyboard. Examples can be found below:

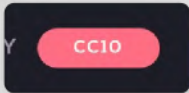
Associating a parameter to a MIDI CC



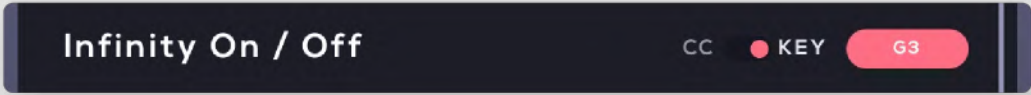
Switch the CC/key toggle to 'CC':



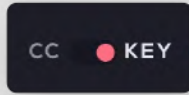
Select a MIDI CC from the drop-down menu:



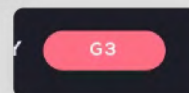
Associating a parameter to key



Switch the CC/key toggle to 'key':




Select a MIDI key from the drop-down menu:



***Note:** You may need to select your controller through the MIDI Inputs area in the Settings tab to make it work.

Settings

 Click the "Settings" (gear) icon to enter the Settings tab.

This area allows you to select Audio Device for the Stand Alone version, MIDI Mappings, MIDI Inputs and set up the performance keyboard.

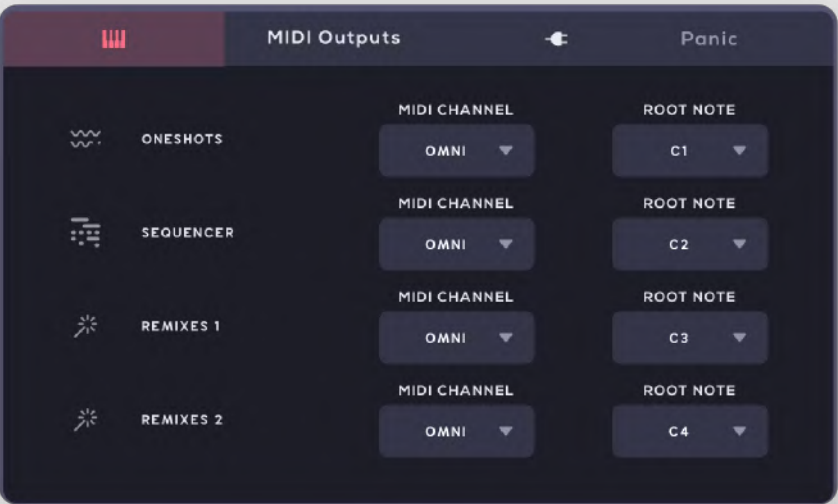
Plugin MIDI Output

This drop-down menu allows you to select which of the Playbeat's tracks will be sending MIDI messages to Playbeat's output. You can select between individual tracks, or ALL tracks to send MIDI messages simultaneously.



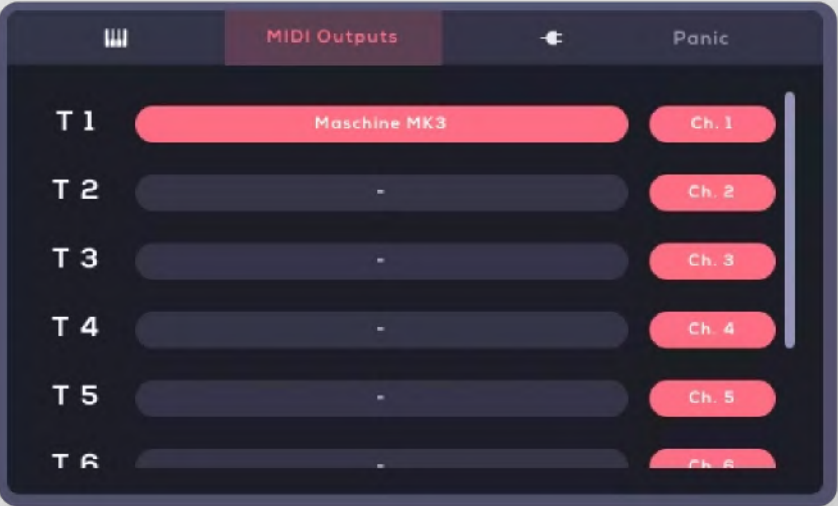
Performance Keyboard settings

In this area, you can adjust each of the keyboard's four octaves. It allows you to select your preferred MIDI Channel that each of the four octaves will be associated to and select the Root Note of each of the four octaves.



MIDI Outputs

You can select the MIDI Outputs and the MIDI CC channel for each track.



Click "Panic" to reset MIDI in case you are experiencing any issues related to MIDI messages, such as hanging notes.

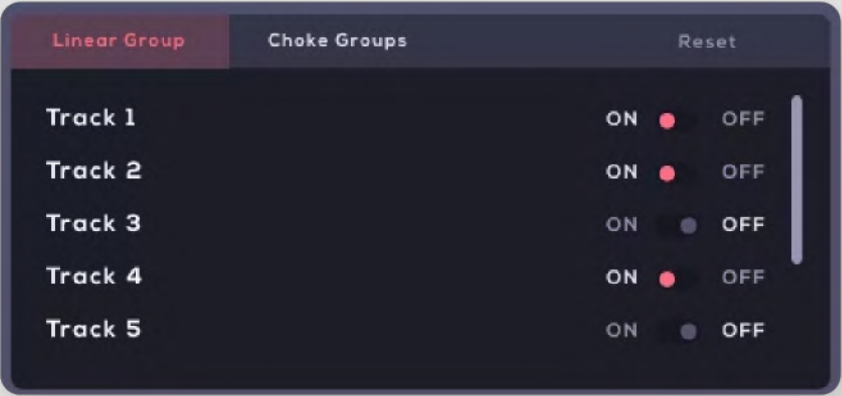
Fixed Note Outputs

You can set a fixed note to be sent to any other software or hardware that accepts MIDI messages. Enable the "Fixed Note Output" for one of more channels and adjust the note that will be sent to the output.



Linear Group

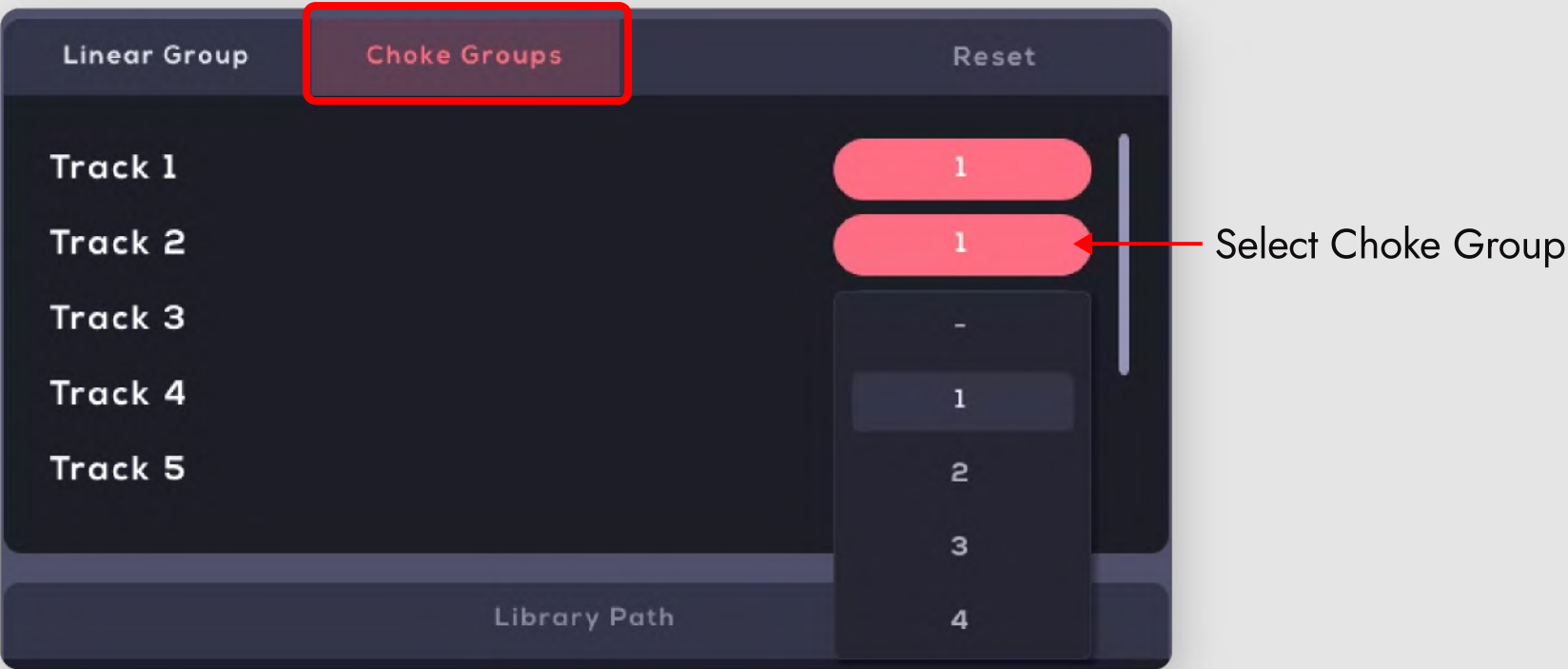
Each time you randomize your pattern, the Linear Group will prevent the steps of 2 or more tracks to be in the same timeline. You can enable the Linear Group option for one or more tracks to prevent them from playing in the same timeline. Playbeat will randomly chose one track's note to be played. Click "Reset" to deactivate the Linear Group option for all tracks.



Choke Groups

Playbeat provides 4 choke groups. You can assign more than one tracks to a choke group, ensuring tracks that belong to the same greoup can not be heard simultaneously.

For example, if Track 1 and Track 2 are in the same choke group, and a sample is playing from Track 1 while a sample starts playing from Track 2, the sample from Track 1 will stop (choke) as soon as the sample from Track 2 begins.



Sample Library Location

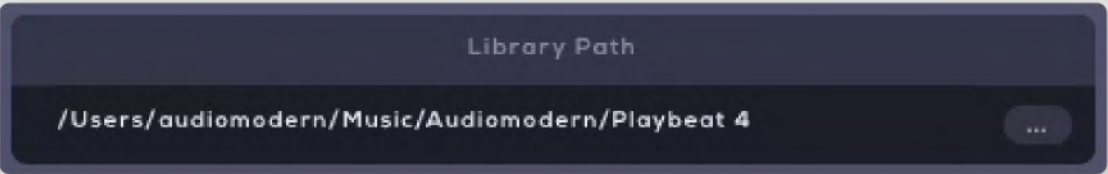
The sample library includes all audio files included in the Playbeat’s presets and packs and the audio files exported by the user.

Its default location is:

On MacOS:
MacOS/Users/<username>/Music/Audiomodern

On Windows:
C:\Users\<User>\Documents\Audiomodern\Loopmix

The sample library’s location can change through the Settings tab.



Click  select a new folder:

Select the folder where the library will be installed and click "Open" on MacOS, or "Select folder" on Windows.

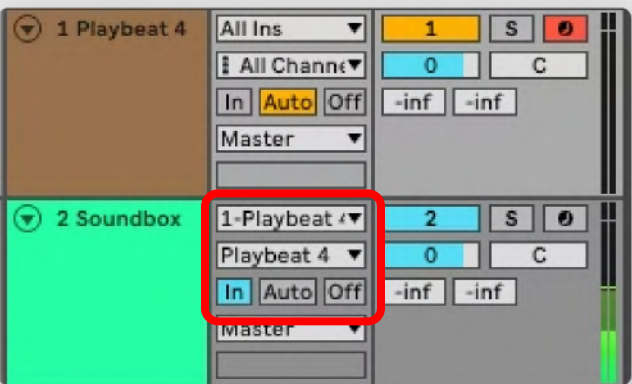
Playbeat in DAW

Playbeat can send MIDI notes to other software or hardware.
Below, we'll show you how to set this up in various DAWs, along with instructions on how to record it within your DAW.

Ableton Live

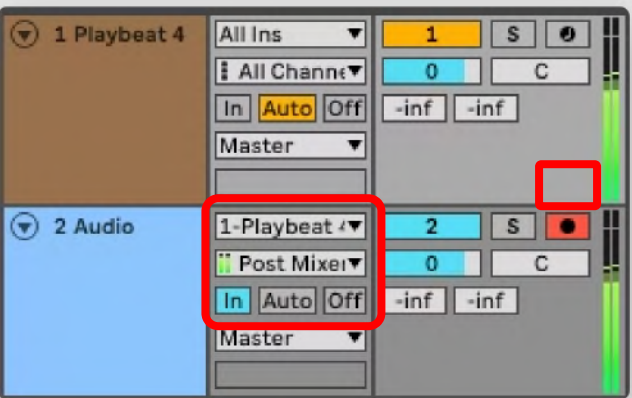
MIDI Routing

- 1. Create a MIDI track and load Playbeat onto it.
- 2. Load your favorite soft synth onto another MIDI track and set its input to Playbeat.
- 3. Hit play. This will trigger the new MIDI track with Playbeat's MIDI output.



Recording audio

- 1. Create a Midi track and load Playbeat
- 2. Create an Audio track, set the 'input' to 'Playbeat' and click Record:



Bitwig

MIDI Routing

- 1. Create a new Instrument Track. Load Playbeat and another Software after it.
- 2. Click "Record".



Recording audio

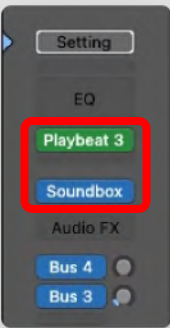
- 1. Create a new Software Instrument Track with Playbeat and a new Audio track.
- 2. Set the Audio Input of the audio track to Playbeat and enable "Record":



Logic Pro

MIDI Routing

- 1. Load the MIDI FX version of Playbeat in an instrument track.
It can be found in the MIDI fx slot.
- 2. Load another software into the same track by using the 'Instrument' slot.

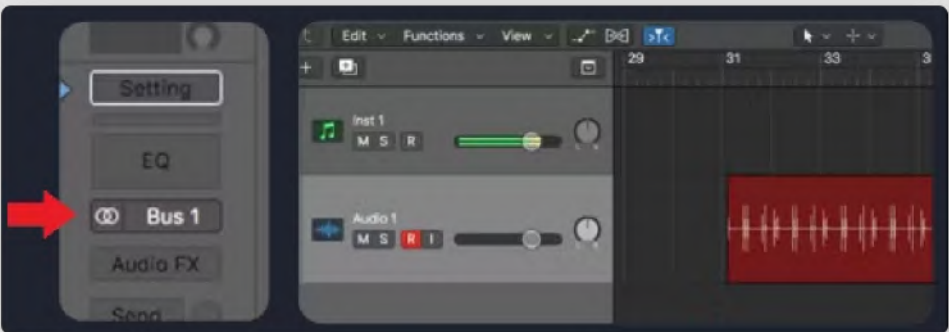


Recording audio

- 1. Create a New Software Instrument Track and select Playbeat Stereo or Multi-track Output) to be loaded.
- 2. On the Playbeat Instrument track set 'SEND' to 'Bus 1' and set the volume to be '0'.



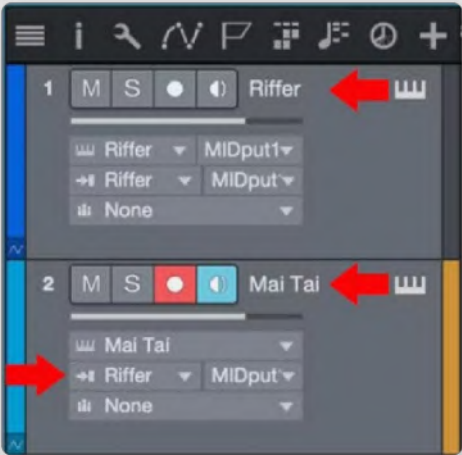
- 3. Create a new Audio track and set the Input to be the selected 'Bus 1'.
Make sure it is set to stereo mode. Then you will be ready to record Playbeat in real time.



Studio One

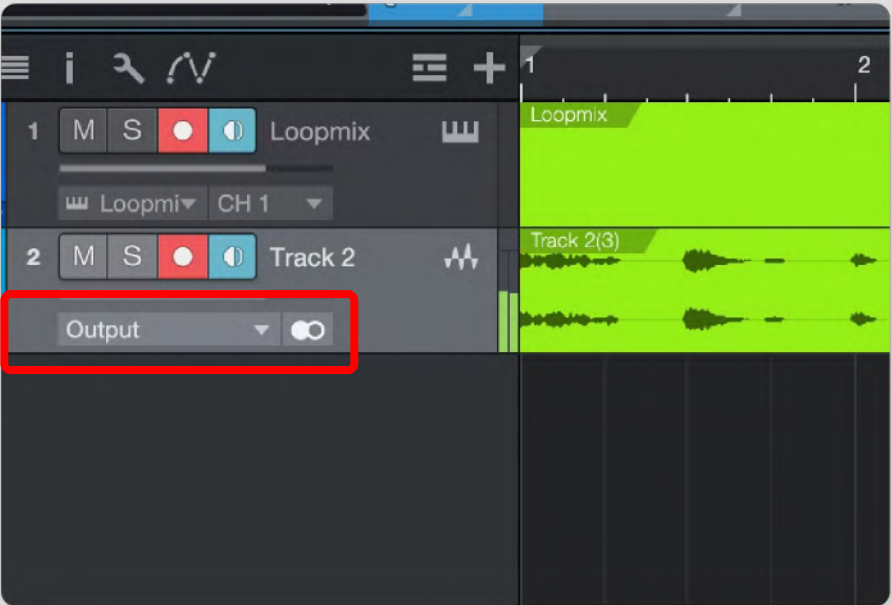
MIDI Routing

- 1. Create two instrument tracks, the first with Playbeat, and the second with any of your synths/sampler.
- 2. In the routing settings of your synth, choose 'Playbeat' as MIDI Input source:



Recording audio

- 1. Load Playbeat to an Instrument Track (Track 1)
- 2. Create a stereo audio track (Track 2) and on the Input section and select Instruments/Playbeat/Output as an Audio Input for that Track.

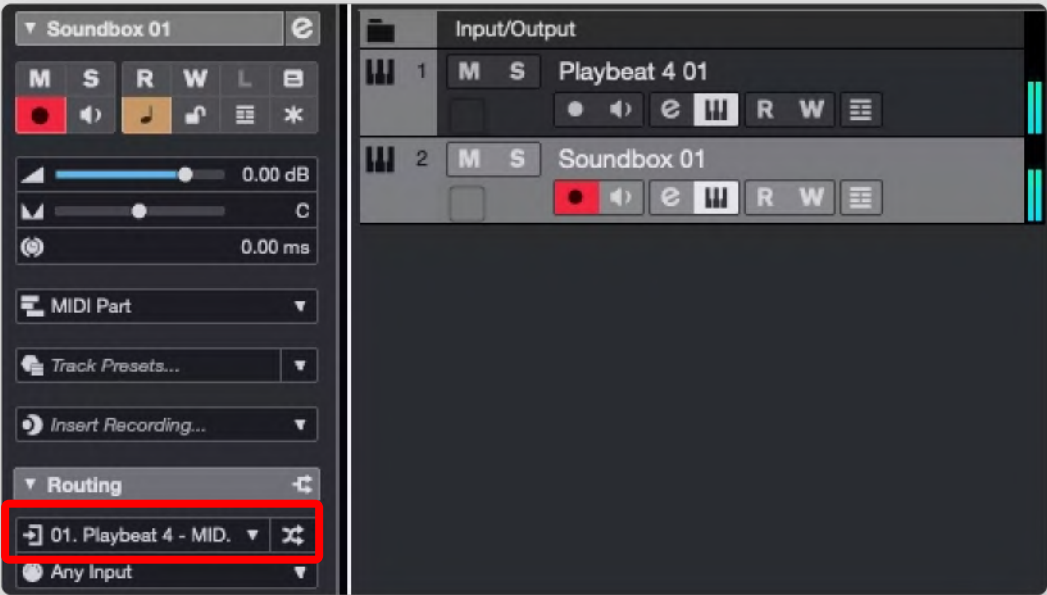


- 3. Arm and record.

Cubase

MIDI Routing

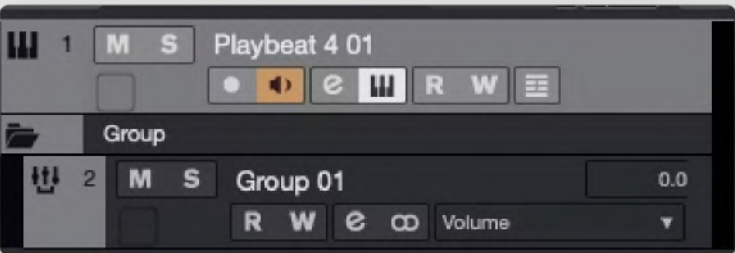
- 1. Create two instrument tracks.
- 2. Load Playbeat in the first track and use the second track to load another software:



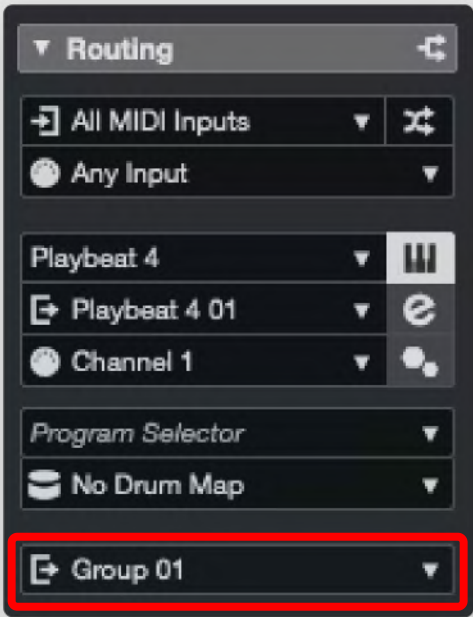
- 3. Set the MIDI Input of the software as Playbeat 4 MIDI Out.

Recording audio

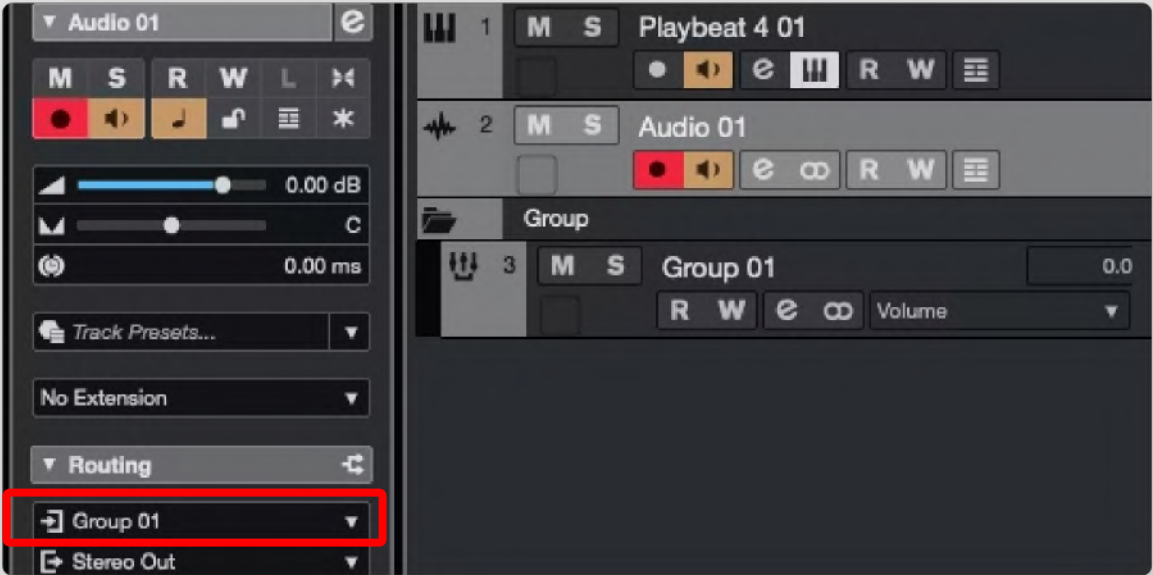
- 1. Create a VST/Instrument and load Playbeat into it.
- 2. Create a Group Track (Right-Click - "Add Group Track")



- 3. Take the audio output of Playbeat's track and route it to this Group.



- 4. Create an Audio Track and set its audio input to this Group.



- 5. Enable 'Record' for the Audio Track and click 'Record'.

Pro Tools

MIDI Routing

- 1. Create two Instrument tracks.
- 2. Load Playbeat on the first one and the software of your choice on the other.
- 3. Route the output of Playbeat's track to the input of the software track.
- 4. Arm both tracks. You need to hold down the shift key to arm them both at the same time.
- 5. Record on both tracks. Playbeat will write the MIDI notes of the pattern into the software track as you play.



Recording audio

- 1. Create an Instrument Track and load Playbeat.
- 2. Set its main outputs (normally "Analog 1-2") to "Bus 1-2" (or any available Bass pair). In the picture below the pair 7-8 is used.



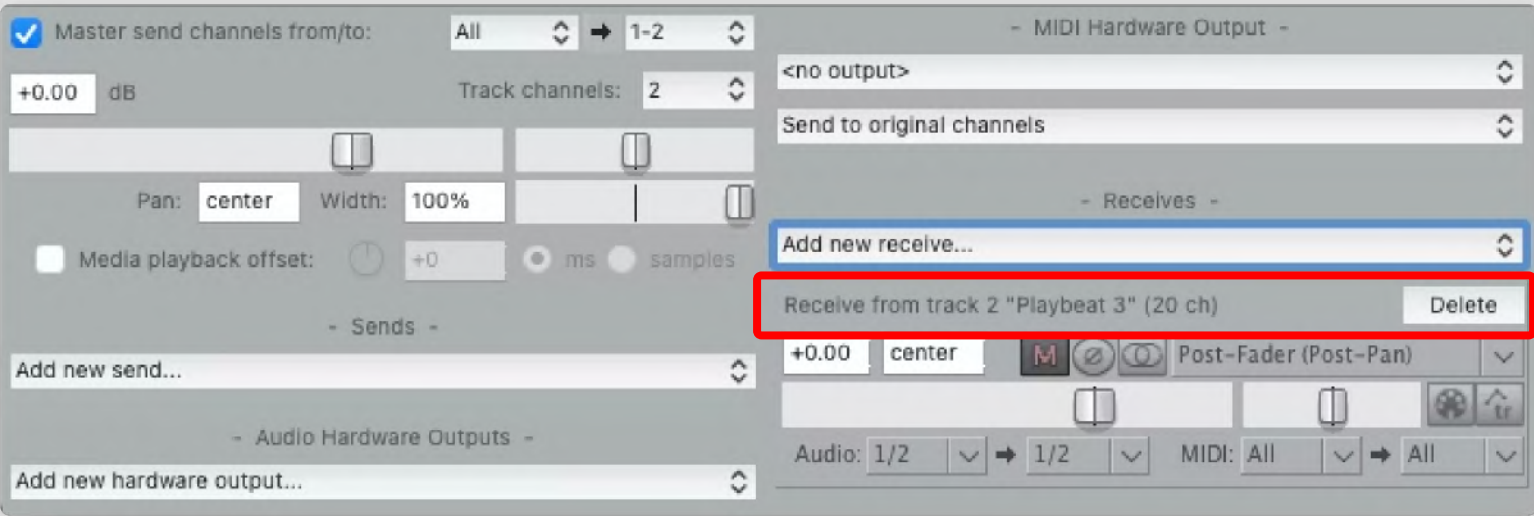
- 3. Create one new stereo audio track (Playbeat Audio). Make the INPUT of this new track "Bus 7-8" (or match it to the bus output of the Instrument track).
- 4. Click the Record button on the audio track and engage record on the Pro Tools transport.

Reaper

MIDI Routing

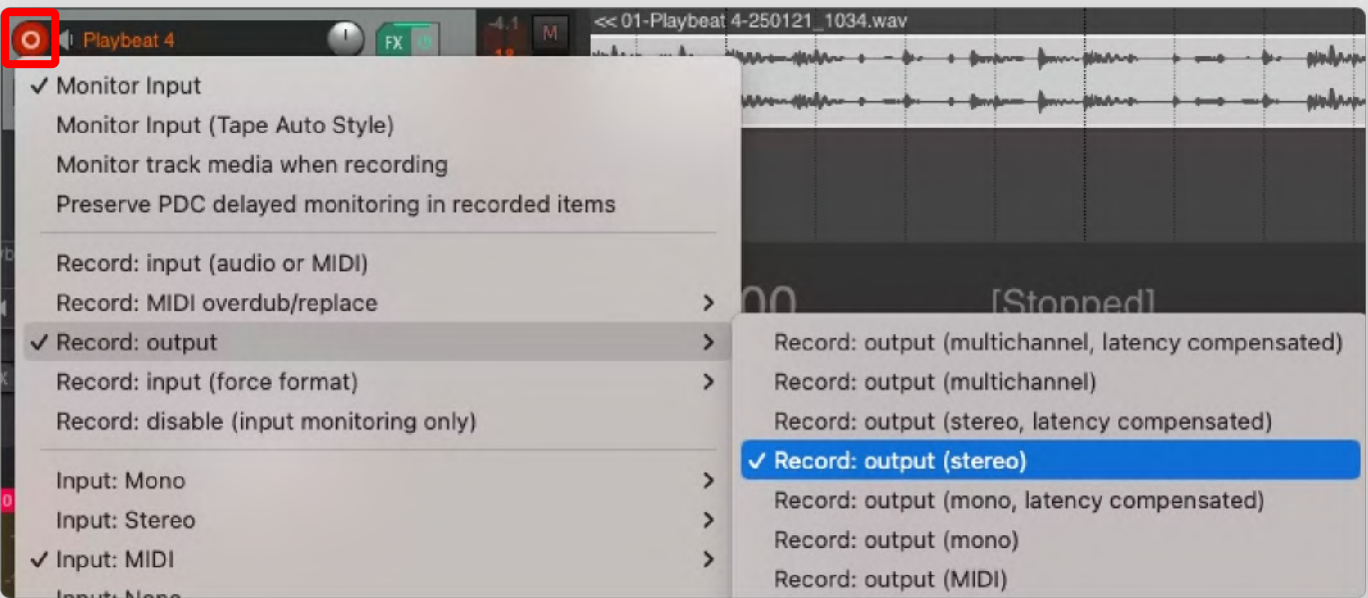
Create two instrument tracks,.the first with Playbeat, and the second with any of your synths/sampler.

In the routing settings of your software, choose 'Playbeat' as MIDI Input source:



Recording audio

1. Create a new track and load Playbeat into it.
2. Right-click on 'Record Arm' and choose your audio outputs. Also, make sure that 'Record Arm' is enabled for Playbeat's track.



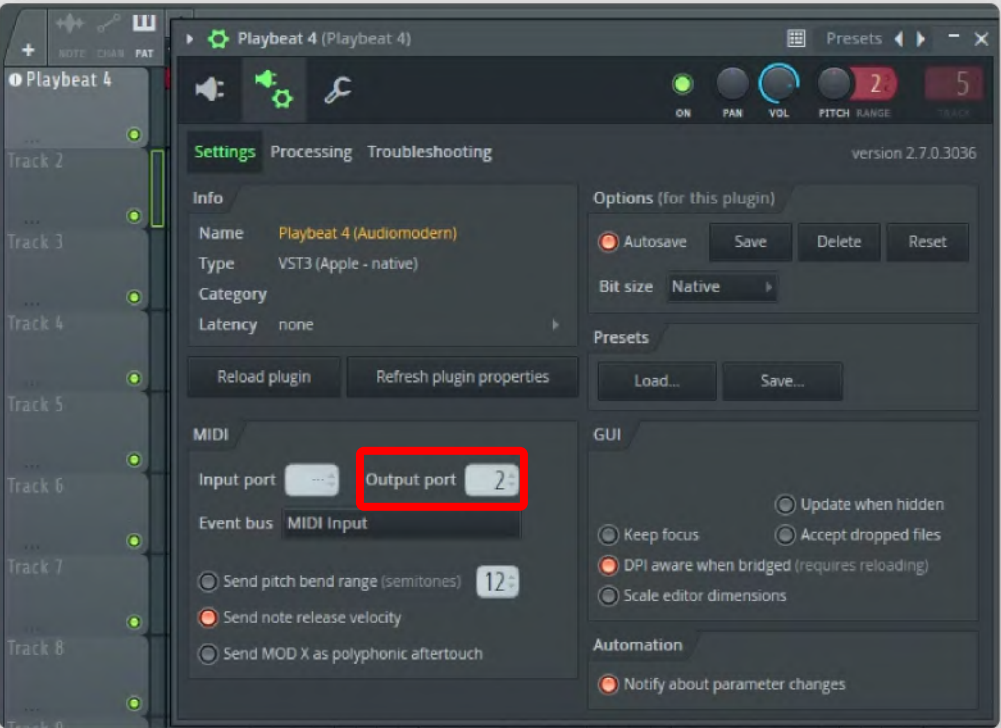
3. Click 'Record'.



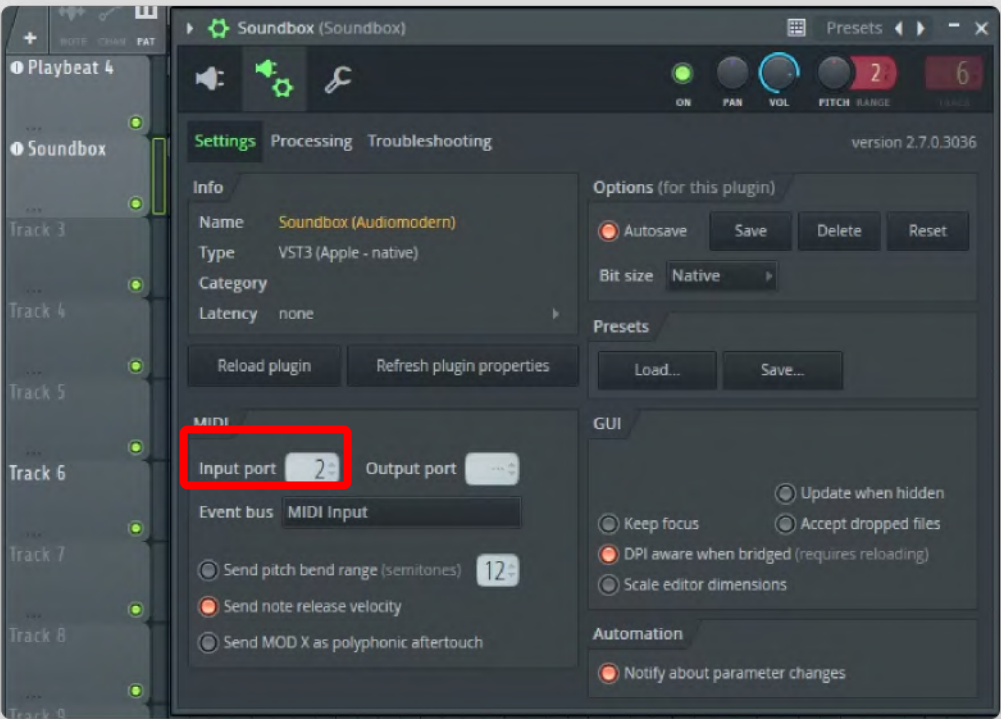
FL Studio

MIDI Routing

1. Load Playbeat and set its MIDI Output port to e.g. "2".

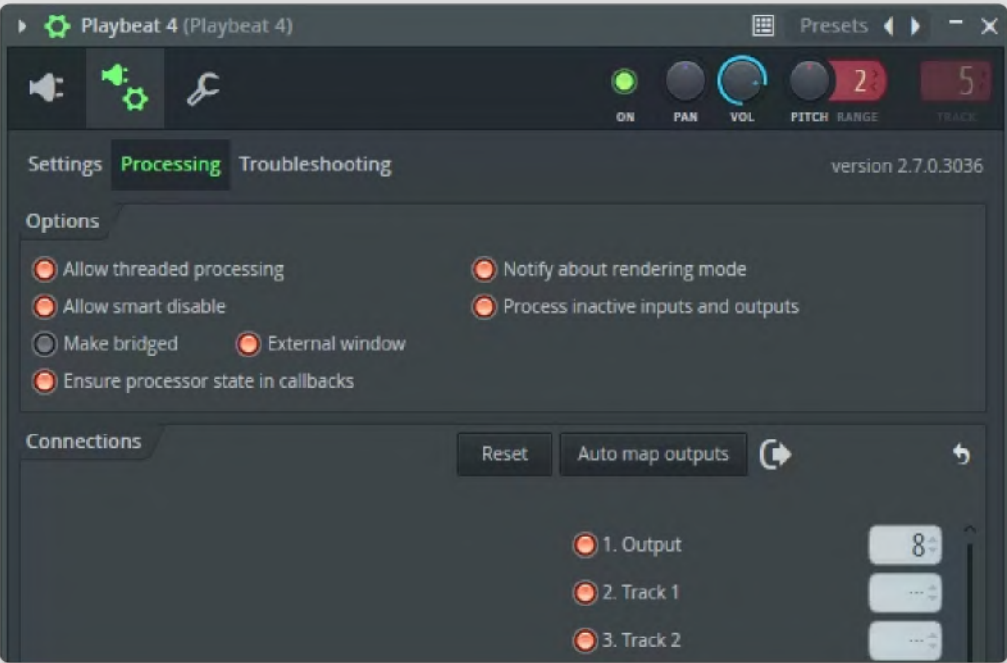


2. Load another software and set its MIDI Input port to the same number.



Recording audio

1. Load Playbeat and click on the Settings icon.
 2. Click on the "Processing" tab and set an Audio Output for Playbeat.
- *In the example below we send the Output to track '8'.



3. Arm the selected track and Record.

Reason

Recording Audio

1. Load Playbeat to an Instrument Track (Playbeat 1).
2. Create a stereo audio track (Audio Track 1).
3. Select/Activate 'REC SOURCE' button on the Playbeat Device.



4. Select 'Playbeat' as Input source on the Audio Track.
Arm and Record.

