

VST / VST3 / AU / AAX / iOS

playbeat

By Audiomodern

Basic Manual / User Guide

introduction

Playbeat is a Creative Groove Randomizer plugin that generates beats and patterns for you. Unlike an ordinary step sequencer, Playbeat creates patterns using algorithmic and random procedures for generating notes by combining Steps, Density, Pan, Pitch, Volume and more. Its unique approach to pattern creation is sure to have you finding exciting new grooves, rhythms and beats.

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Special thanks to all beta testers!

Support

For any support related issues or suggestions please use our website:
audiomodern.com/contact

Playbeat is available as VST / VST3 / AU / AAX / iOS / Standalone

Quick Start

To install just double-click the installer found inside the main folder and follow the instructions!
For WINDOWS users you may choose which installer to setup based on your OS version (32 bit or 64 bit)

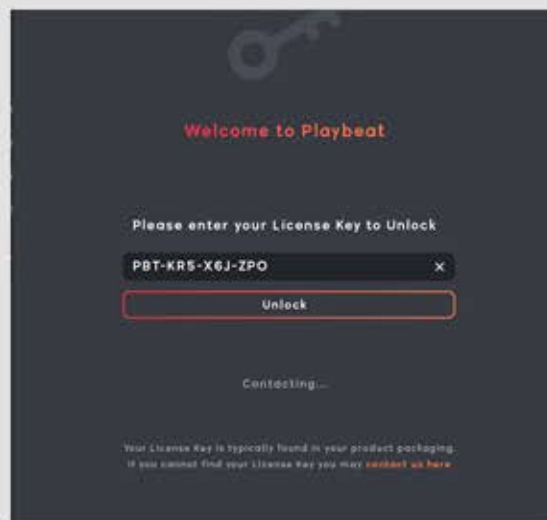
During the installation you may select the formats you want to be installed
(VST, VST3, AU, AAX or Standalone)

After Playbeat is installed you will be able to see it in your DAW's plugin list and your Plugins folder.

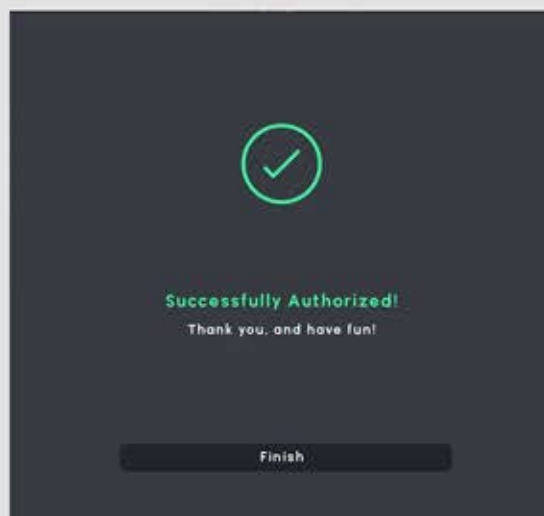
Authorization

The first time you open Playbeat, a window will pop-up and it will ask you for your License Key you may authorize Playbeat with the License key that came along with your purchase, see pictures below:

1.

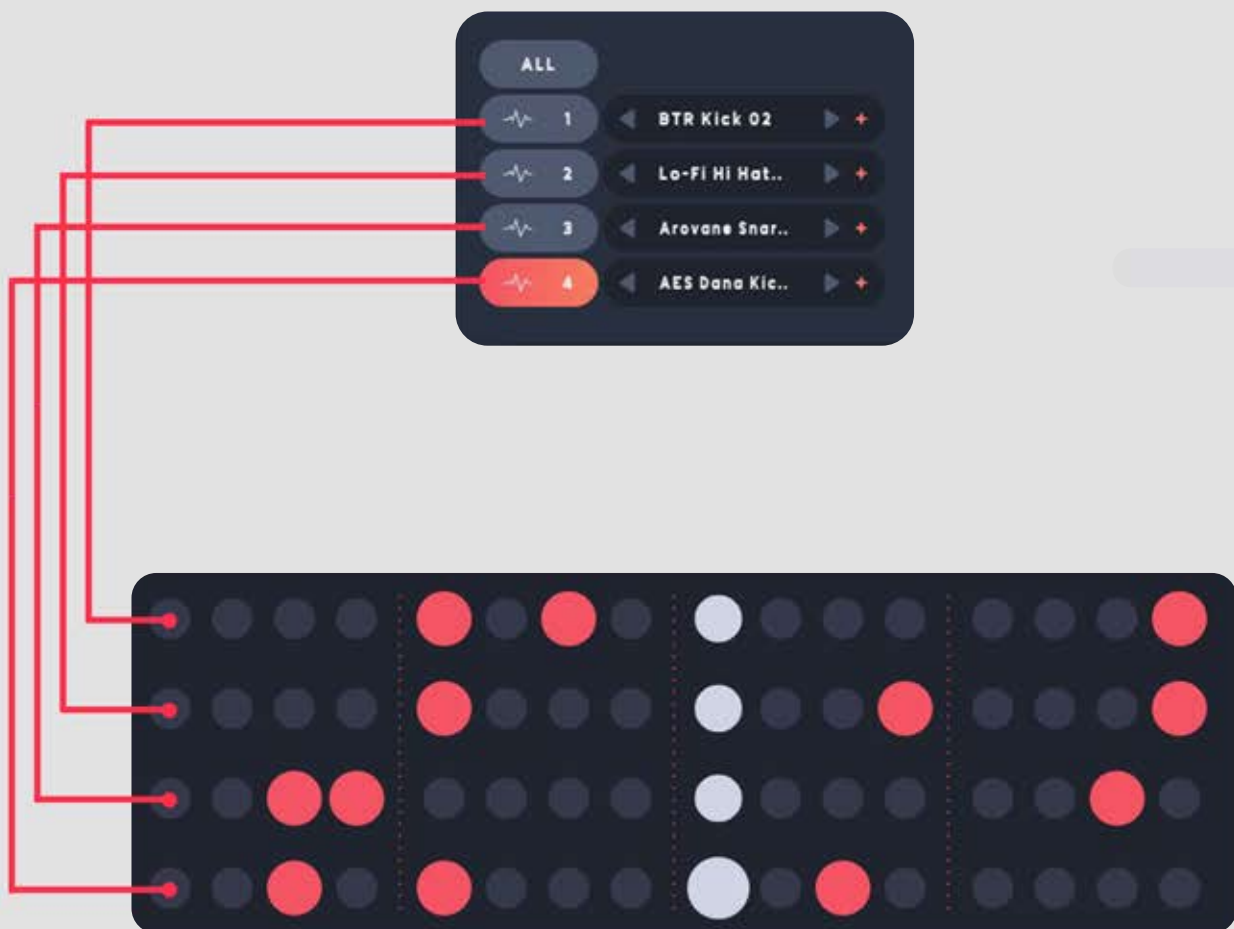


2.



Load your Sounds

Playbeat is a four (4) channel pattern sequencer. You can load any of your sounds on it, in any of channels. You can use the top-left section to load your sounds and you can do this either by **Drag-Drop** or by clicking the "+" icon



Each of the four (4) channels on the top-left menu, correspond to the four (4) sequencer channels on the bottom

** You can also load a sound to each of the channels by dragging it directly on the Step Sequencer section*

Sample Manager

When selecting for a sample to be loaded from the "+" icon, you are presented with three options:

1. Load sample
2. Import Audio and
3. Clear sample

'Load Sample' will take you to the samples window where you can preview/choose a sample to be loaded into a channel. You may choose from the Factory samples, or your custom User samples folder.

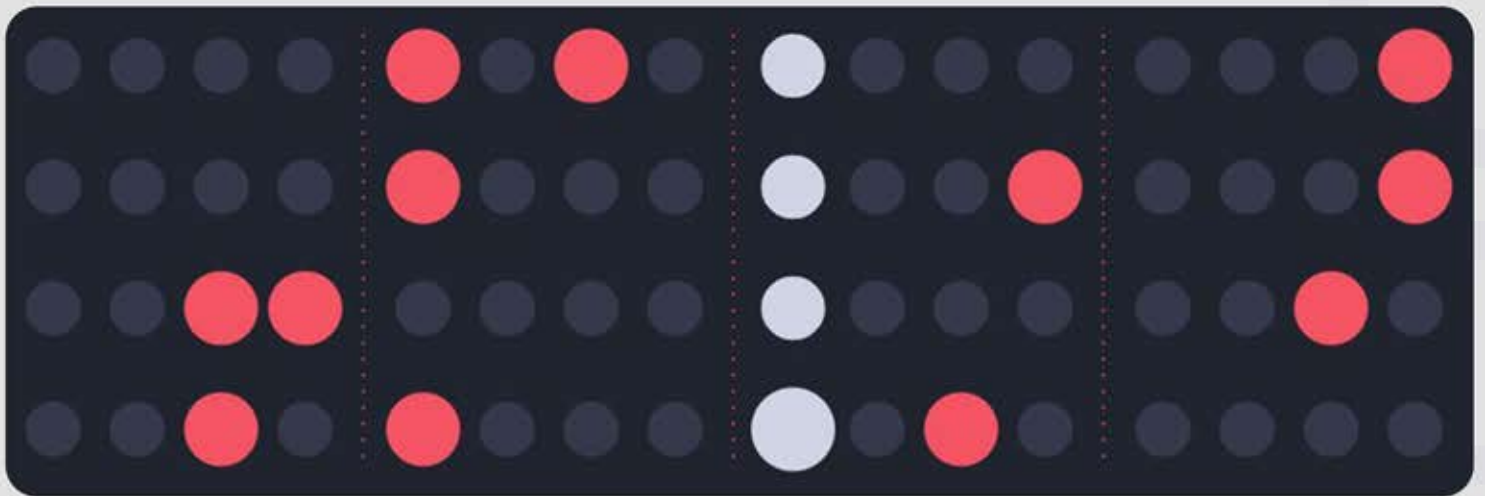


Randomizing the Steps

Once the 'Steps' button/view is selected



The bottom Step sequencer will show the Steps Grid.
Here you will see all active steps that are generated or you can further tweak your pattern manually



For each of the individual channels,
you can randomize the pattern by using the dice below that is available on each section

Randomize Steps and
Generate patterns
on the sequencer



For each of the individual channels, you can choose **how many steps you want to be active** on each pattern
every time you roll the dice on the 'Steps' Section

There are two values that you can set as a range for the number of active steps:
The **Lowest** amount of steps to be active and the **Highest** amount of notes to be active

The minimum amount
of active steps



The maximum amount
of active notes

In the above example, each time you roll the dice the amount of notes to be generated are not more than 4 and not less than 3

** You can also Randomize the active Steps for all four (4) channels by choosing 'ALL' on the top-left channel selector*

Randomizing the Density

Once the 'Density' button/view is selected



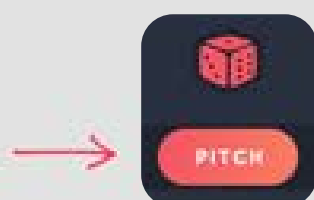
Here you can choose the amount of notes you want to add density to, in the pattern and then, you can set the minimum and maximum amount of density those steps will have.

The bottom Step sequencer will show the Density settings position for each of the Steps. You can choose to randomize them via the random (dice) icon above, or change each density setting by pressing the up and down arrows on each step.

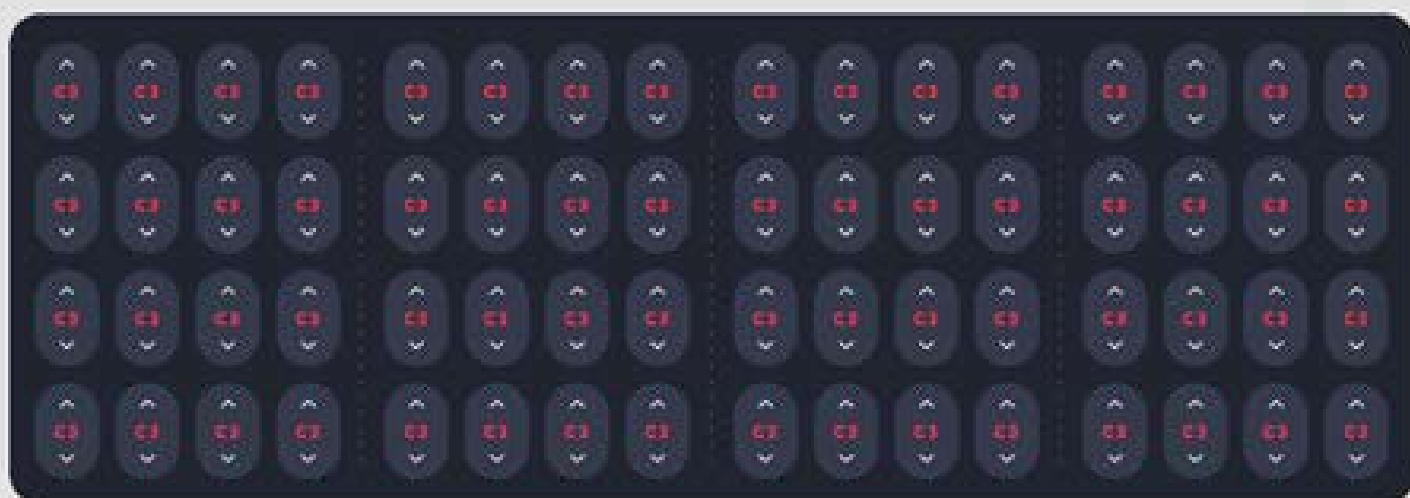


Randomizing the Pitch

Once the 'Pitch' button/view is selected



The bottom Step sequencer will show the Pitch for each Step.
You can also change each pitch by pressing the up and down arrows on each step.



Randomizing the Volume

Once the 'Volume' button/view is selected



The bottom Step sequencer will show the Volume for each Step.
You can also change each Volume by pressing the up and down arrows on each step.



For each of the individual channels,
you can randomize the Volume of each step by using the dice below that is available on each section

Randomize the Volume of each step on the sequencer



For each of the individual channels, you can choose **the range of the Volume** on each pattern
every time you roll the dice on the 'Volume' Section

There are two values that you can set as a range for the volume:
The **Min.** volume to be applied and the **Max.** volume to be applied

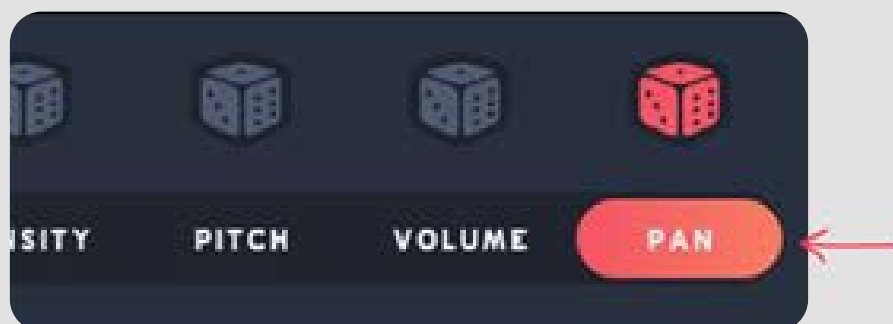


In the above example, each time you roll the dice the volume range to be generated is the Higher than is **127** but not lower than **66**

** You can also Randomize the Volume of the Steps for all four (4) channels by first choosing 'ALL' on the top-left channel selector*

Randomizing the Pan

Once the 'Pan' button/view is selected

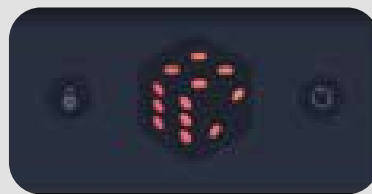


The bottom Step sequencer will show the Panning position for each Step. You can choose to randomize it via the random (dice) icon above, or change each Pan by pressing the up and down arrows on each step.



Global Randomization

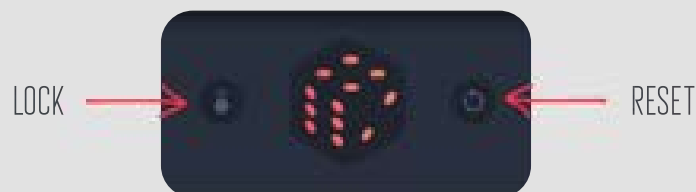
If you wish to randomize all parameters: **Steps**, **Density**, **Pitch**, **Volume** & **Pan** at once
You may roll the main - BIG - dice at the top-center.



You can do this to individual tracks, depending which channel is selected on the top-left channel menu
- or - to all channels together by first selecting 'ALL' on the top-left channel menu



You also have the option to 'lock' each value by clicking the LOCK icon on the left
or to completely 'reset' all values by clicking the RESET button on the right

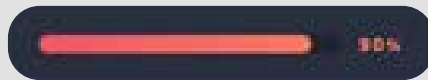


Settings

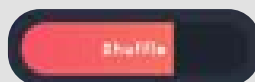
For each of the individual channels, you set/select the START & END point of your imported audio file by moving the triangle on the waveform that is displayed



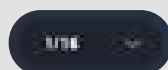
Set the volume of the individual track that is selected



Apply amount of 'SHUFFLE' to the selected channel



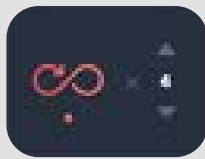
and choose the measure to be played individually for each of the channels
4/4, 1/16, 1/32 etc..



Infinity mode

This is the Infinity mode.

While enabled, the infinity mode takes full control of Playbeat and generates a completely new pattern each time a new pattern starts (loop) so you can just sit back and have it perform for you.

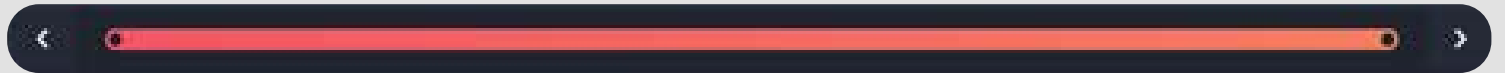


You can also select how many times the pattern shall remain the same until it re-generates a new one. For example: if **X 4** is set, then each pattern shall play four (4) times, until the mode re-generates a new pattern and so on..

You can set different modes on each of the channels

Sequencer Range

You can select the **start** and **end** point of each pattern via the range bar/selector below by moving the slider points
You can have different loop positions for each of the channels

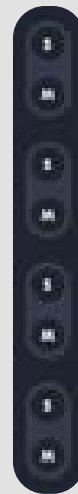


*Double click it and it will reset to the default positions

The two white arrows on the left & right can move the whole selected sequence to the left or to the right
one step per click

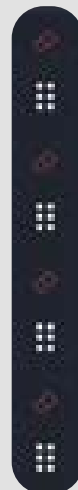
Sequencer Settings

Like an ordinary Groove sequencer you can select to Solo -or- Mute any of the channels in the sequencer area



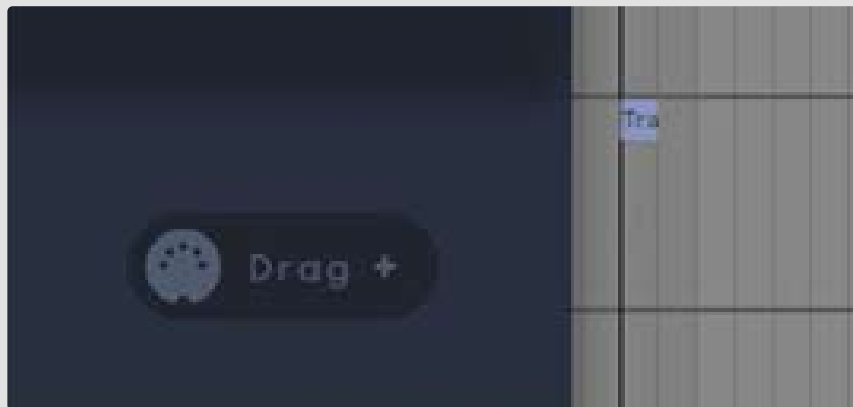
You can also erase the whole sequence in a channel
Or copy all settings directly to another channel simply by
dragging the 'dots' icon to another channel

This action will copy all sequencer settings like Steps, Pitch and volume
to any of the other channels

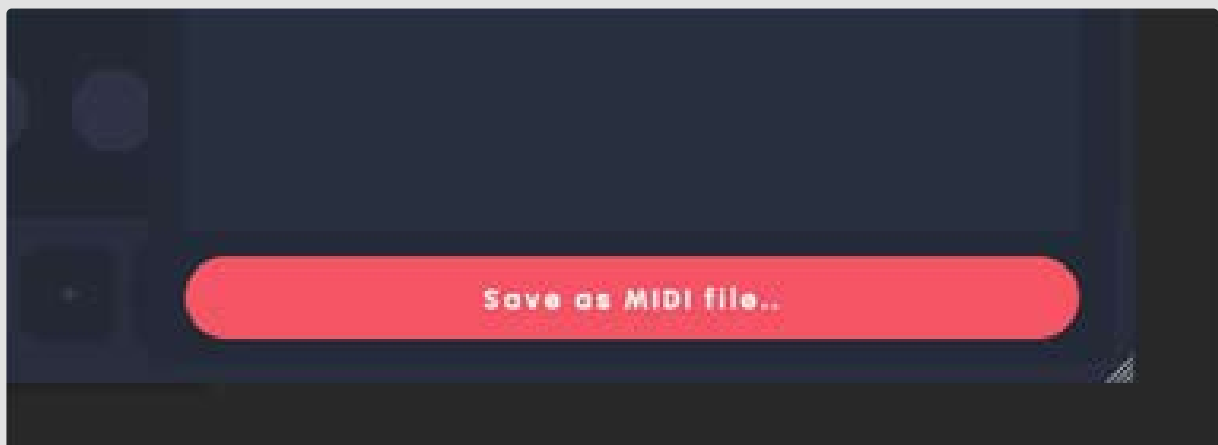


MIDI Drag/Export

For each of the individual channels/Sequencers (or all sequencers altogether) ,
you can choose to Drag-out the MIDI sequence directly to your DAW.



You can also choose to Save/Export/Share the MIDI file through the button below
which is located at the bottom of the preset manager (pencil icon)



DAW / Recording
Playbeat in real-time

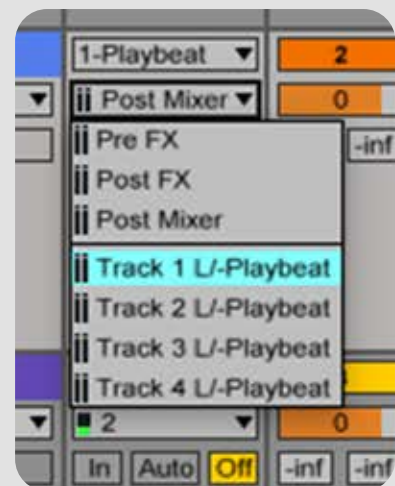
Recording playbeat in Live



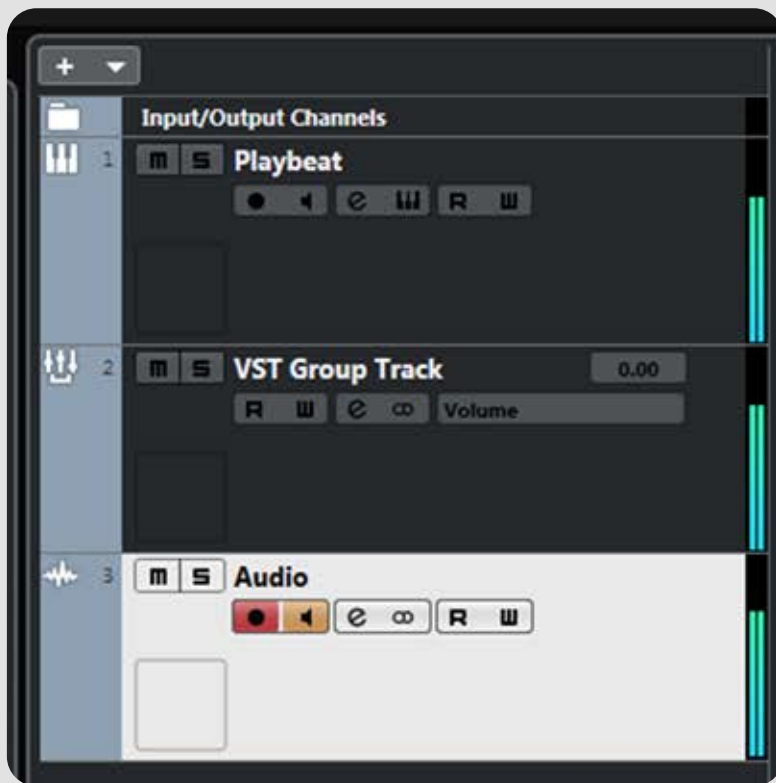
1. Create a Midi track with Playbeat
2. Create an Audio track and set the 'input' to be 'Playbeat' as shown in the picture above

*If you wish to record Playbeat's channels in separate audio tracks (multi-tracking) You may select each channel on the receiving Audio track input settings as shown here:

Track1 / Track 2 / Track 3 / Track 4



Recording playbeat in Cubase



1. Create a VST/Instrument track with Playbeat

2. Create a Group Track
(Right-Click - "Add Group Track")

3. Create an Audio Track that will capture and record Playbeat.

Open the MIXER tab (F3)

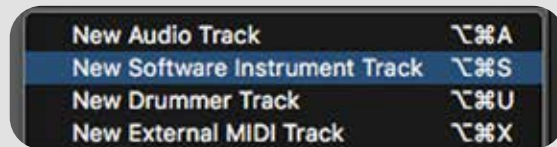
Inn the Routing Section set the Input of the Audio track to be the Output of the VST Group Track as shown in the picture.

Now you are able to record Playbeat in real-time

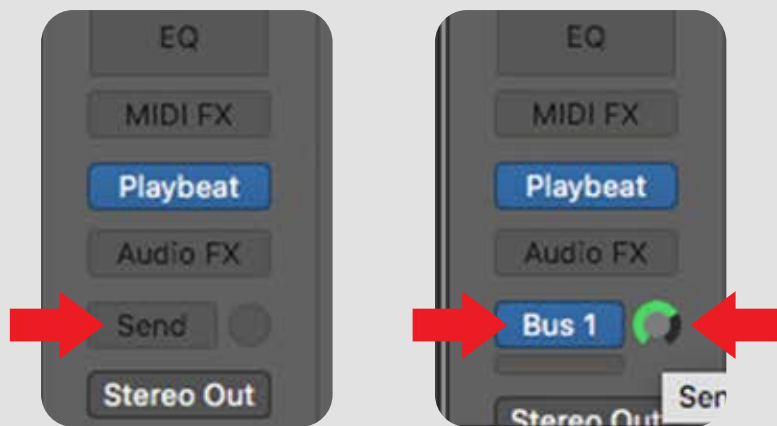


Recording playbeat in Logic

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 track set the Input to be the selected 'Bus 1' and make sure is set to stereo mode (Picture - Left)

After that you are ready to record Playbeat in real time (Picture - Right)

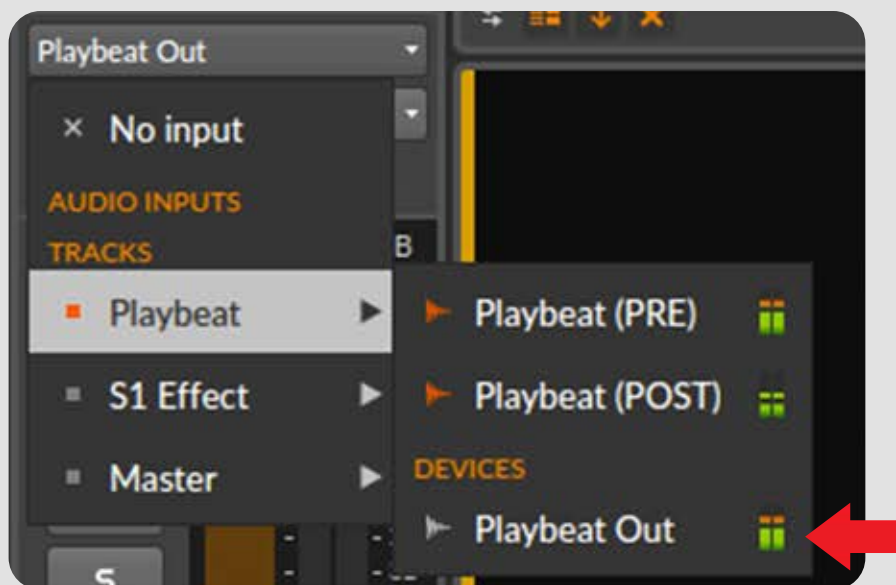


Recording playbeat in Bitwig

1. Create a New Software Instrument Track with Playbeat and also a new Audio track



2. On the Audio track's INPUT SELECTOR, choose 'Playbeat Out'



Recording playbeat in Pro Tools

1. Create an Instrument Track and load Playbeat
2. Set its main outs (normally "Analog 1-2") to "Bus 1-2" (or any available bus pair).

**In the below picture Bus 7-8 pair 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 ProTools transport.

Recording playbeat in Studio One

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

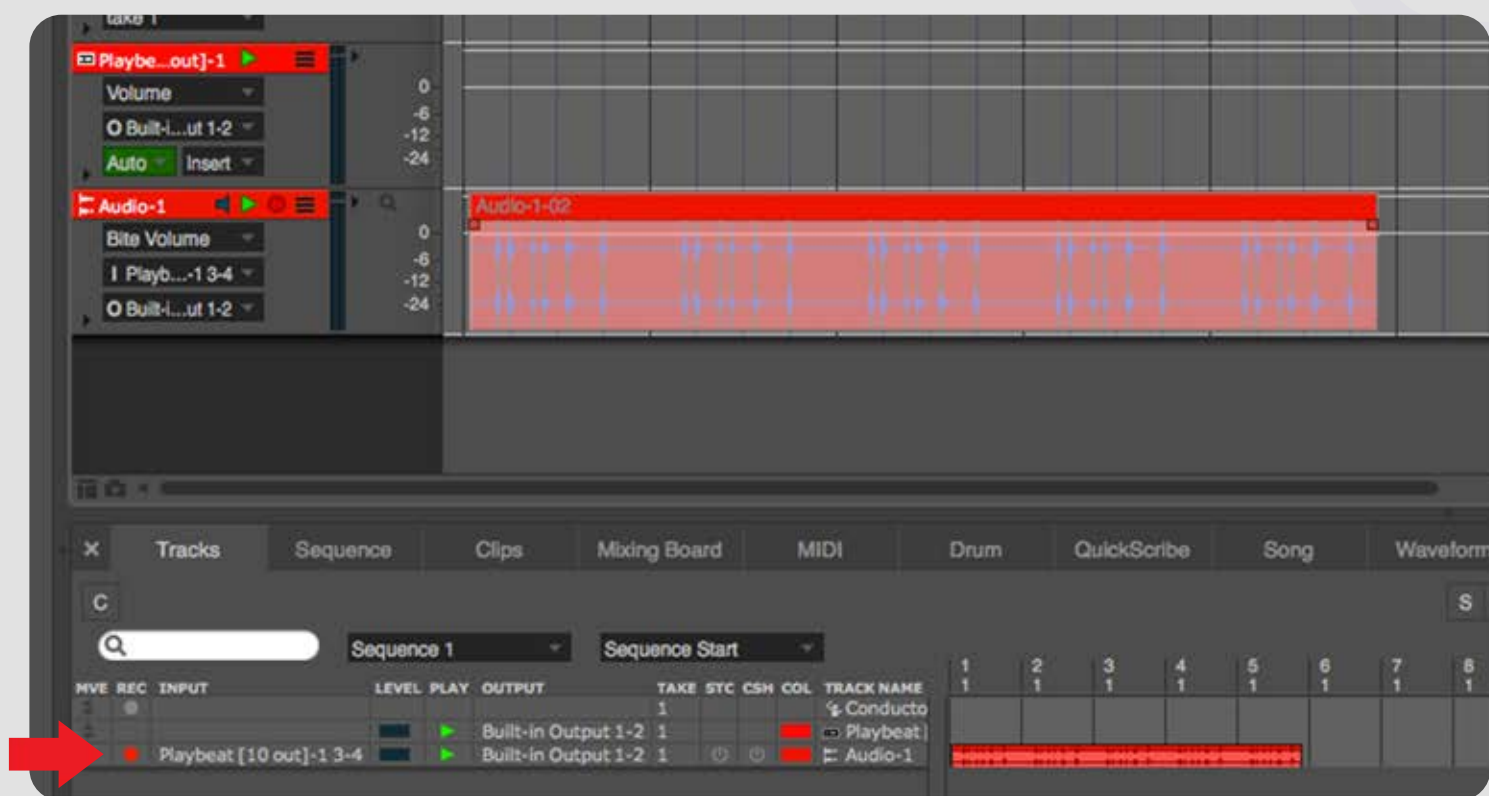


3. Arm, and Record.

Recording playbeat in Digital Performer

1. Load Playbeat to an Instrument Track (1st Track)

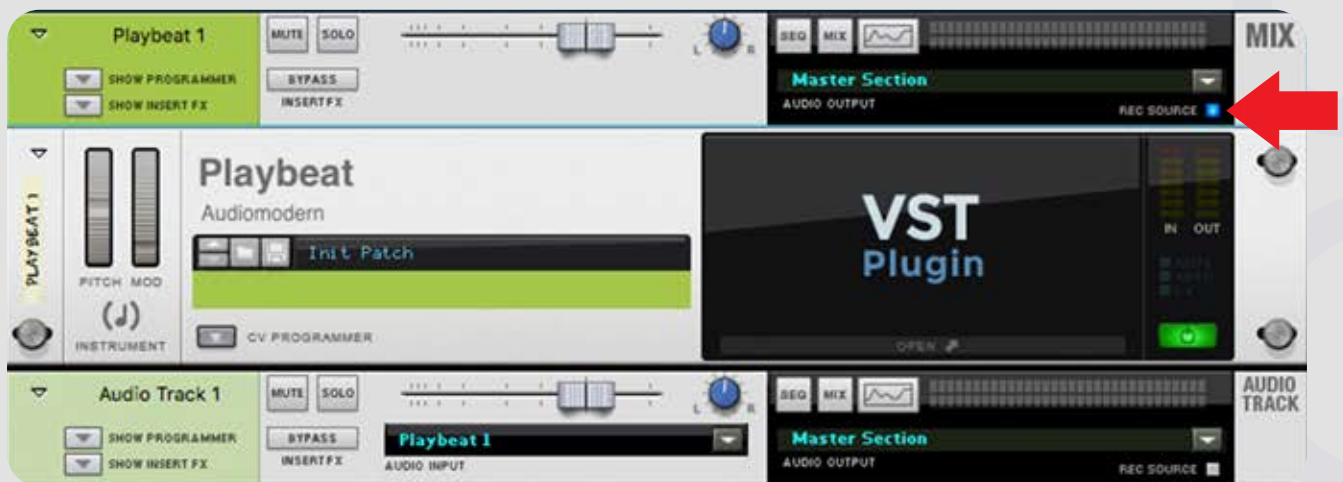
2. Create a stereo audio track (2nd Track)
and on the Input section and select Playbeat Output as an Audio Input for that Track



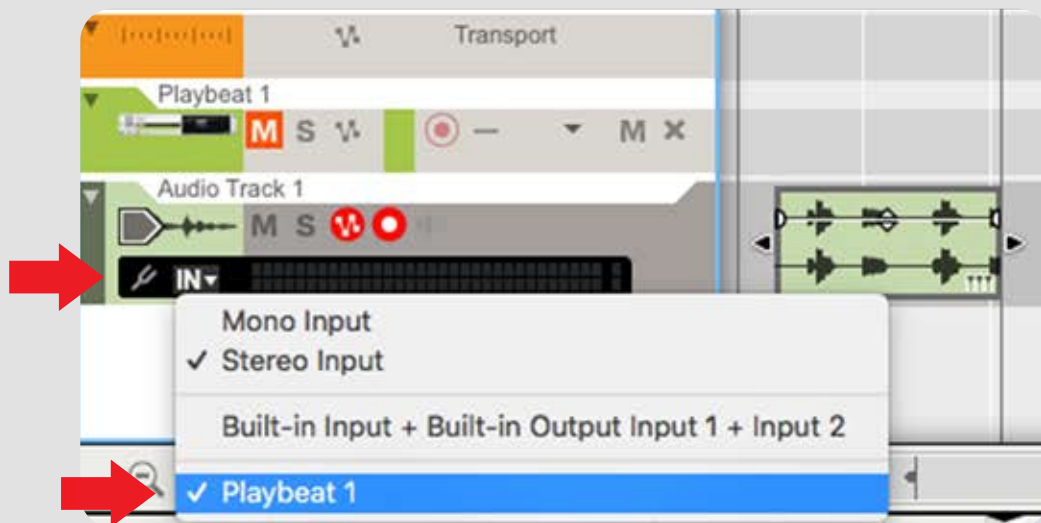
3. Arm, and Record.

Recording playbeat in Reason

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.

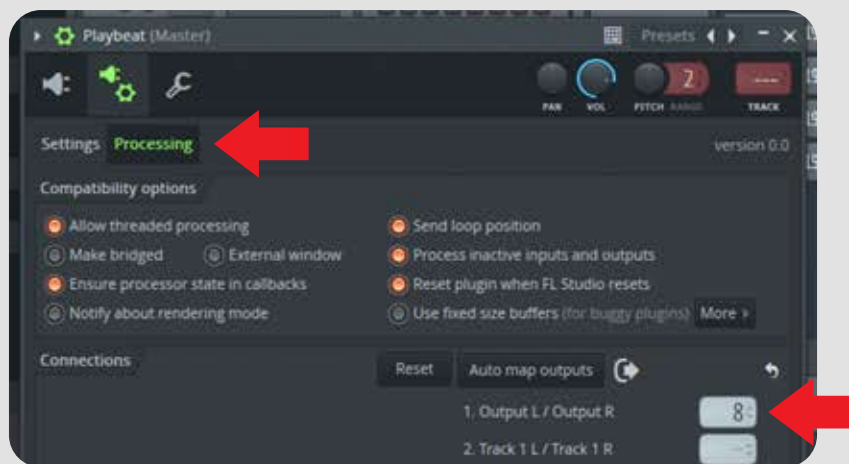


Recording playbeat in FL Studio

1. Load Playbeat and Click on the Settings Icon



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

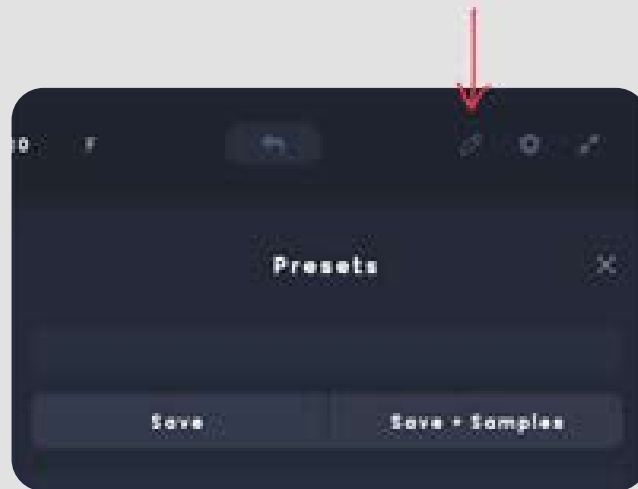


3. Arm the selected track and record



Saving Presets

In Playbeat you have two options to store/save your custom presets
The traditional method requires you to click on the save icon on the top-right bar and a window will pop-up and ask you to name your preset



After you click 'Save' or 'Save + Samples', all your saved presets will appear under the 'load' preset menu

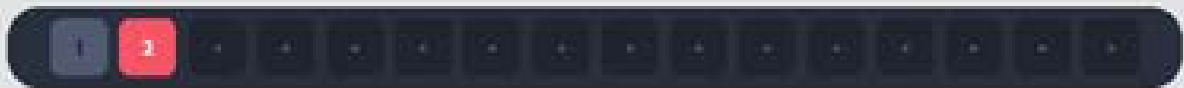
The 'Save' Option will save the pattern along with the Settings that you have created
and the 'Save + Samples' Option will also save the samples that you have used for your preset.



You can click in any of your saved presets to be loaded
or you can delete it by pressing the 'delete' icon on the right of the preset name

The second method is what we call Quick-Load slots.

On the bottom of the interface there are 16 slots, that can store up to 16 different presets



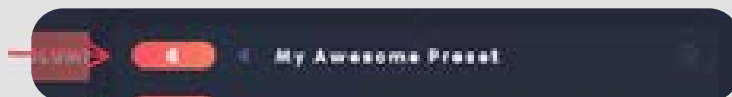
Once you have a pattern that you want to save, simply by clicking to an empty slot will automatically save the current pattern to a slot number.

Once a saved preset is there it can be recalled with a press of a button instantly, rather than choosing it from the "load-presets" top-right menu.

This is extremely helpful in live/jam situations where you can load up to 16 different presets and quick-fire them with a puch of a button. The slot/preset that is currently playing will be displayed with an orange/red colour

Also, the two available Save/Load presets method in Playbeat can be combined:

You can **assign any of your saved presets** to the Quick-Load slots simply by changing the number that is available on the left of your preset name.



In the above example 'My Awesome Preset' is moved to the 6th slot of the Quick-Load section
You can move it to any slot number or even remove it from the Quic-Load slots section

MIDI Mapping and Automation

On the Top-right Settings (Gear) icon you can have access to MIDI settings and also [Ableton Link](#) for the iOS version of Playbeat



You can select/set MIDI CC Channels, MIDI Outputs and set different CC s for your Controlls and/or Automation settings

Choosing the Import Audio option, the default MacOS/Windows/iOS Browser will open up and from there you can choose any audio file in any location on your iOS device to be imported to the selected channel.

