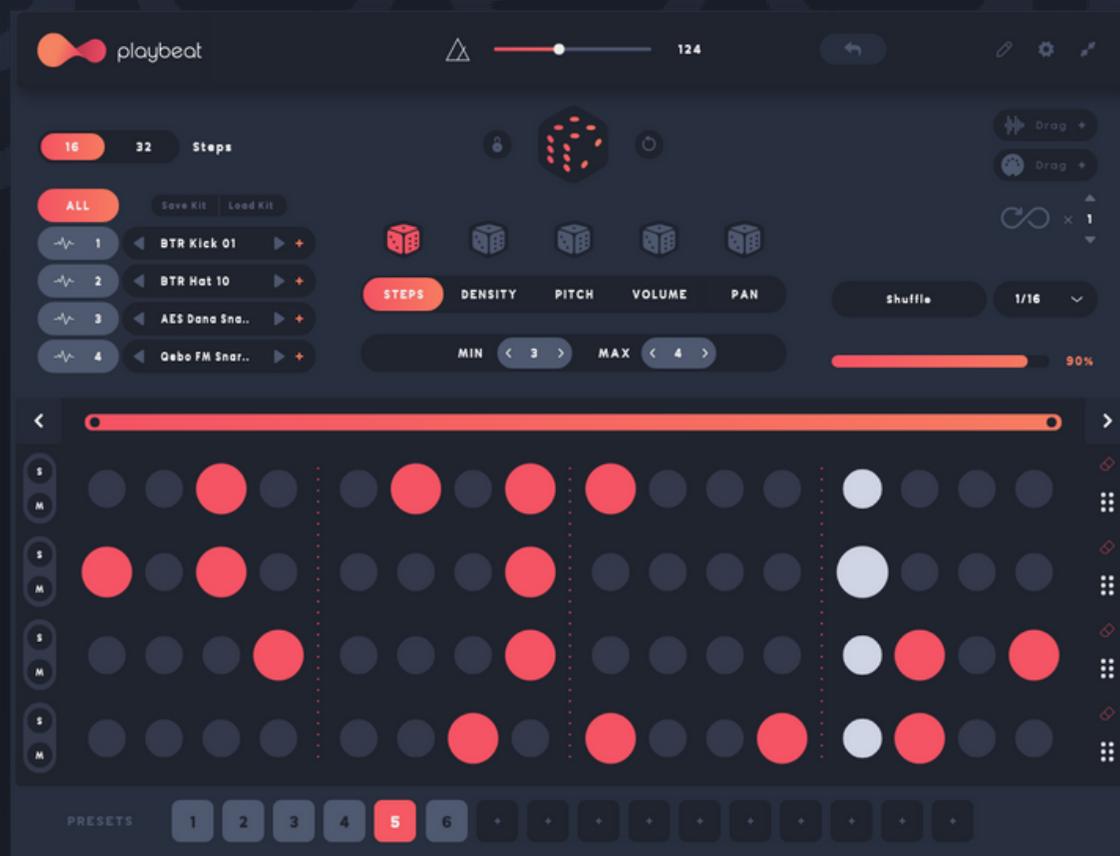


# playbeat



## PLAYBEAT BASIC MANUAL

# 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 bea

## DEVELOPED BY

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## UX & VISUAL DESIGN

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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](https://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 and your registration email. You may authorize Playbeat with the License key that came along with your purchase, see pictures below:

1.

Welcome to Playbeat

Registered to:

Email..

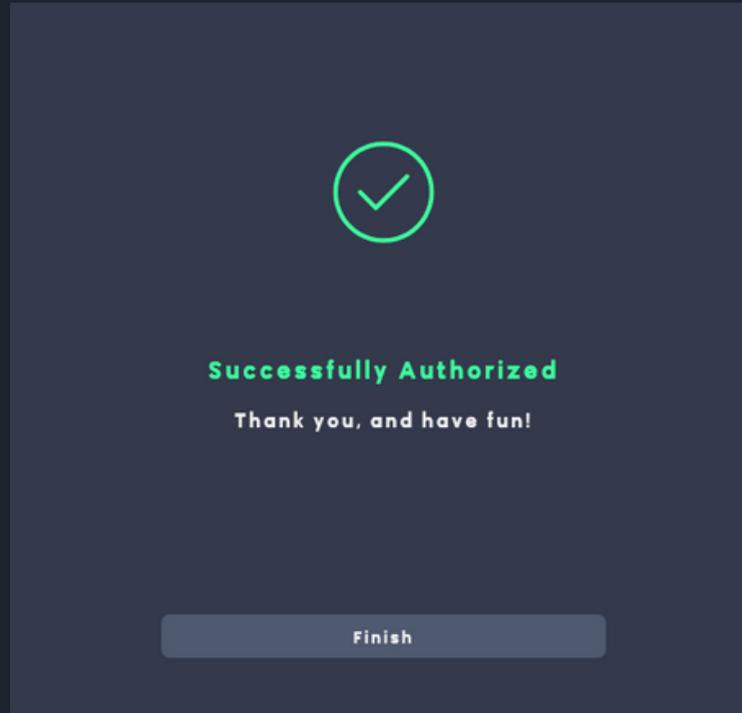
Please enter your License Key to Unlock

License Key.. X

Unlock

Your License Key is typically found in your product packaging.  
If you cannot find your License Key you may [contact us here](#)

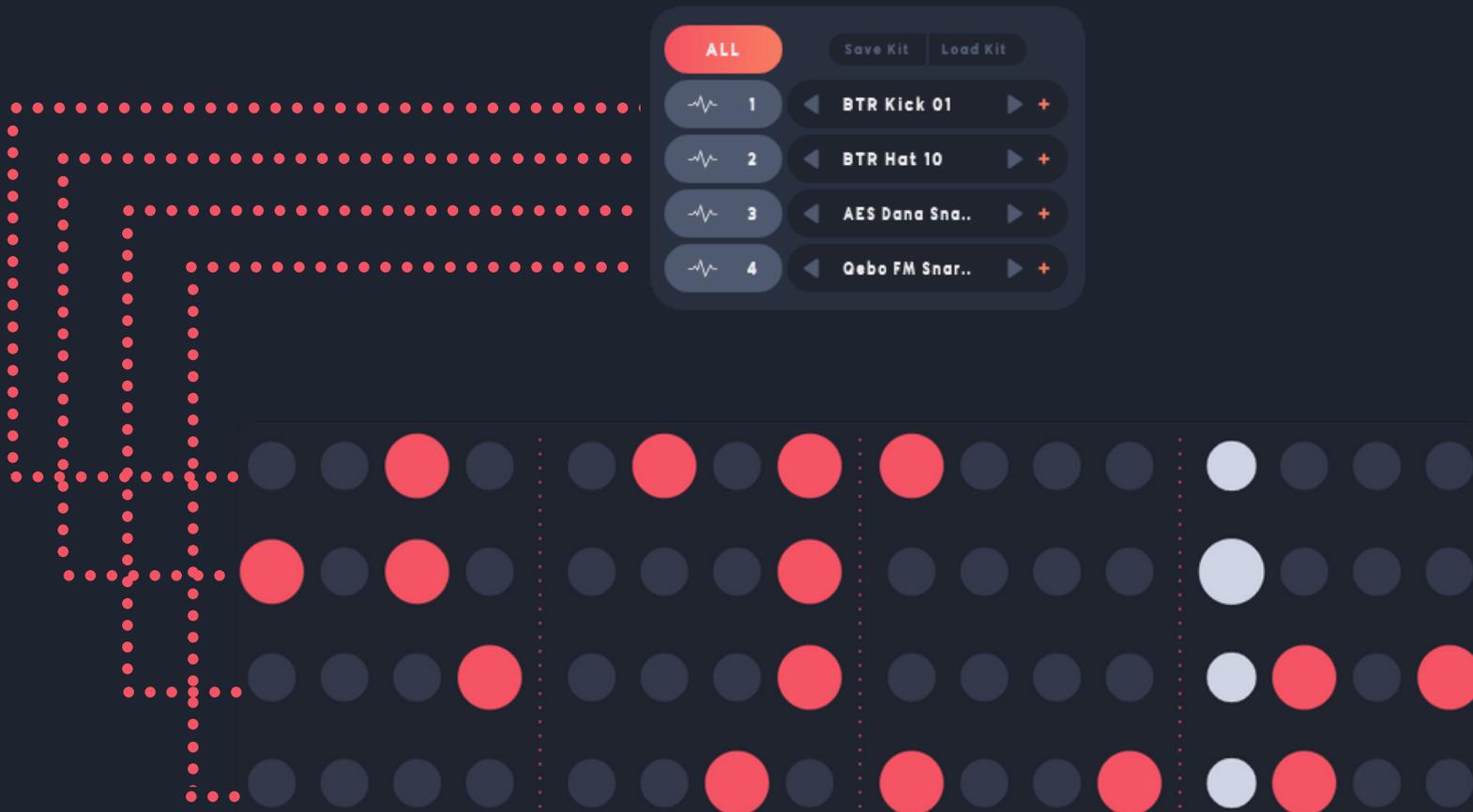
2.



Playbeat has been successfully authorized.  
Click 'Finish' and Enjoy!

## LOAD YOUR SOUNDS

Playbeat is a four (4) channel pattern sequencer. You can load any of your sounds on it, in any of these channels. 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 sequencer section.

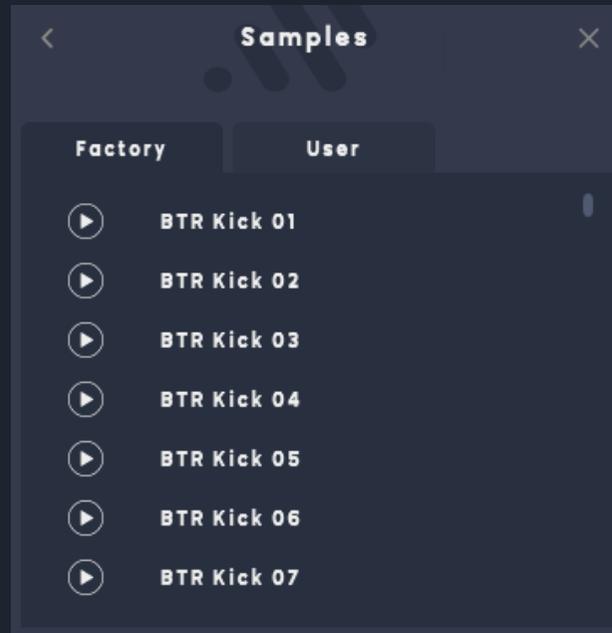
# SAMPLE MANAGER

By clicking on the "+" icon, the Sample Manager provides the three options below:

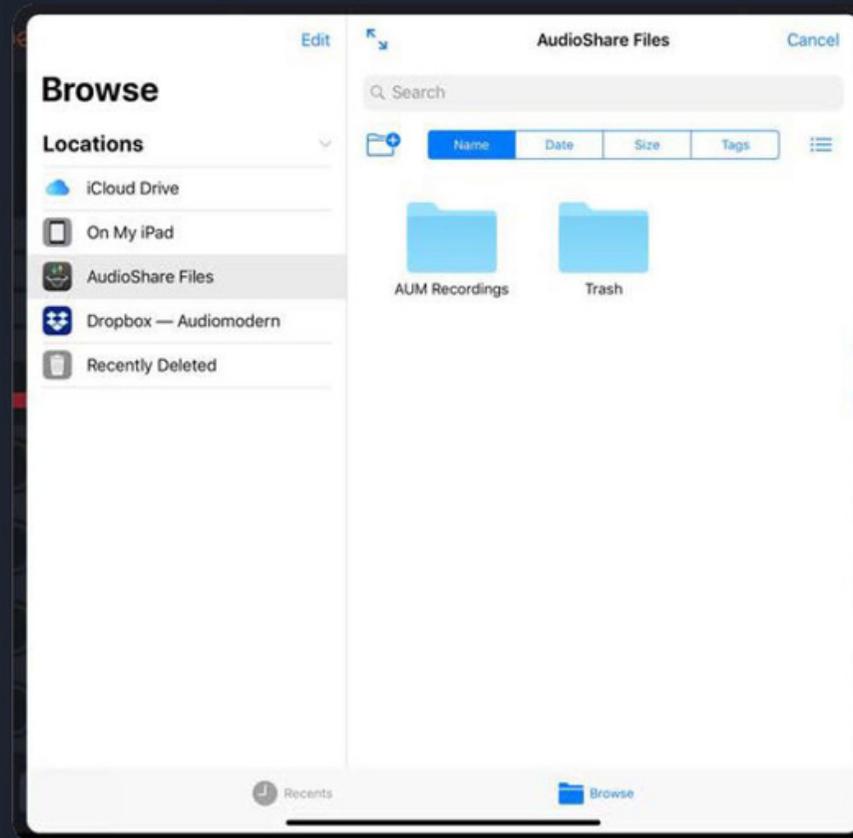
1. Load sample
2. Import Audio and
3. Clear sample

The 'Load Sample' option 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.

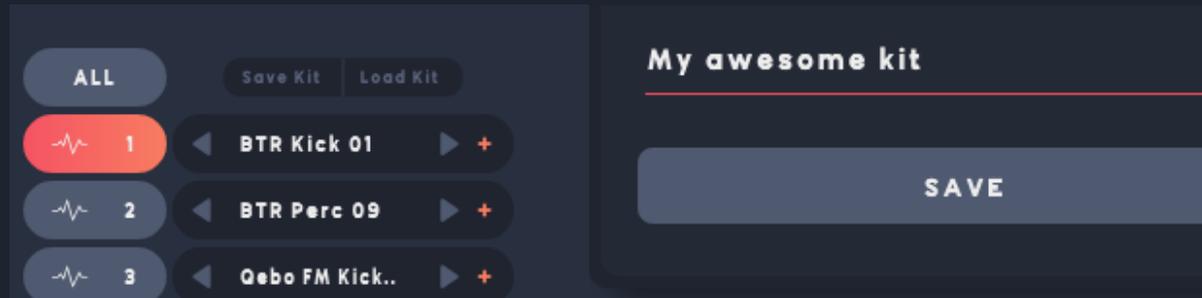


By choosing the Import Audio option, the default MacOS/Windows/iOS Browser will open up. You can choose any audio file in any location on your device to be imported to the selected channel. The selected sound will also be accessible through the 'User' Samples tab.

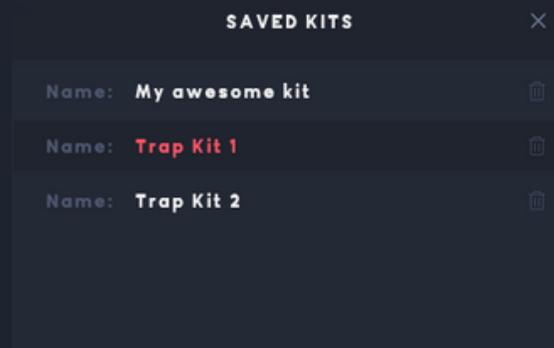


# SAVE & LOAD YOUR OWN CUSTOM KITS

Playbeat 2.1 enables Kits for the currently loaded all four sounds.  
Click "Save Kit", give your kit a name and click 'Save':

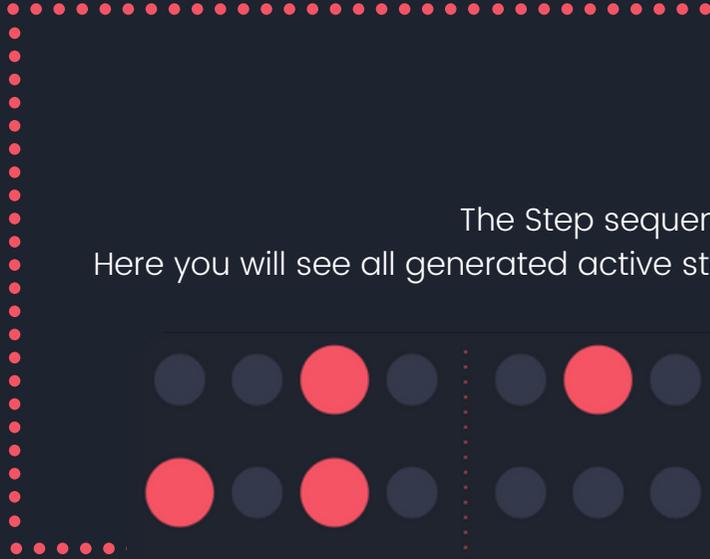
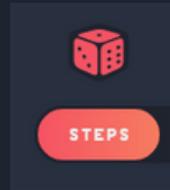


To select and load another kit, click on the 'Load Kit' button and select (double-click) your kit of choice from those you have already saved.

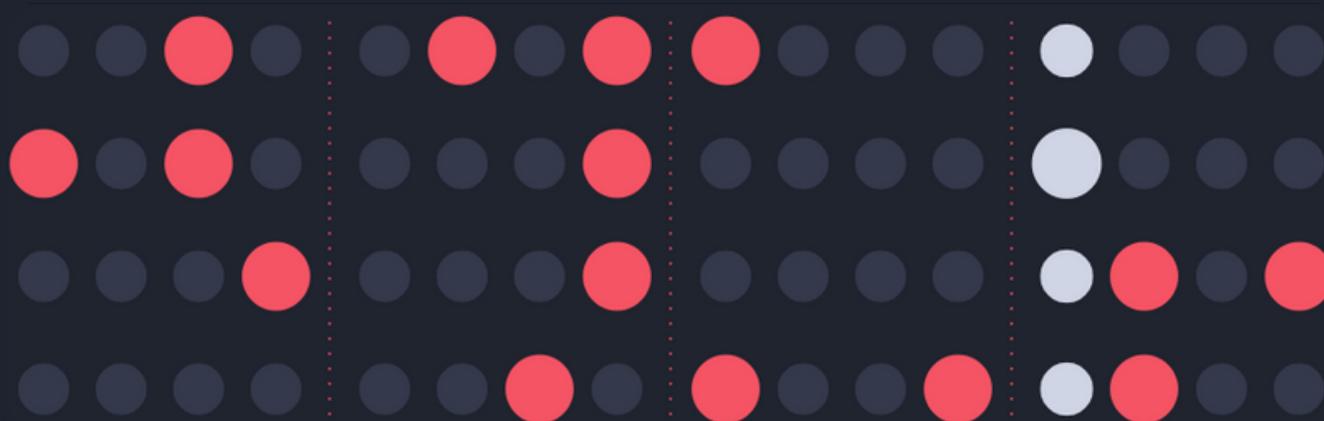


# RANDOMIZING THE STEPS

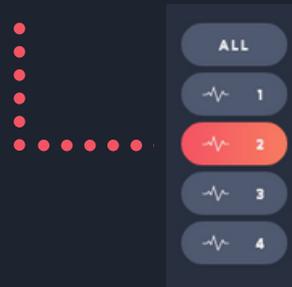
Once the 'Steps' button/view is selected:



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



Here you can select 'All' or one of the four channels to apply changes.



Click on the Random dice button to randomize the pattern for the currently selected channel.



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.



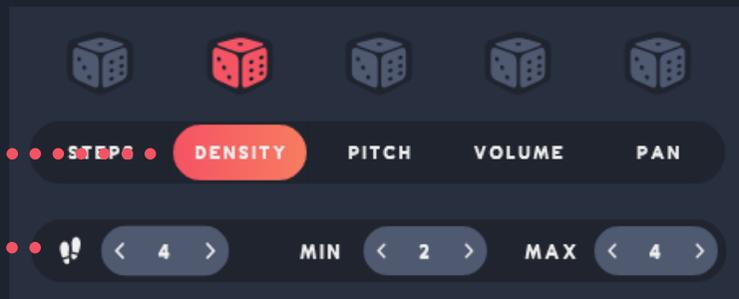
The minimum amount of active steps ●●●●●●●●●● MIN < 3 > MAX < 4 > ●●●●●●●●●● The maximum amount of active steps

In the example above, 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 steps for all four channels, by selecting 'ALL' on the top-left channel selector.

# RANDOMIZING THE DENSITY

Once the 'Density' button/view is selected:



The amount of notes to add density to

Minimum and maximum amount of density

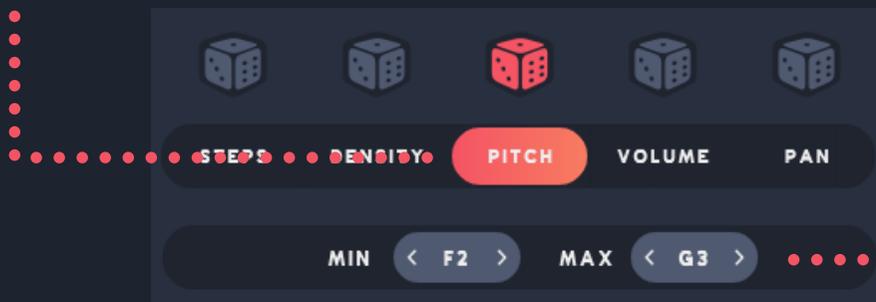
Here you can choose the amount of notes you want to add density to, in the pattern and then, you can set the minimum and maximum amount of density those steps will have.

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:



Minimum and maximum range of pitch values to be generated

The 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:



Minimum and maximum values of Volume to be generated

The 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.



# RANDOMIZING THE PAN

Once the 'Pan' button/view is selected:



Minimum and maximum values of Pan to be generated

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 arros on each step.



# GLOBAL RANDOMIZATION

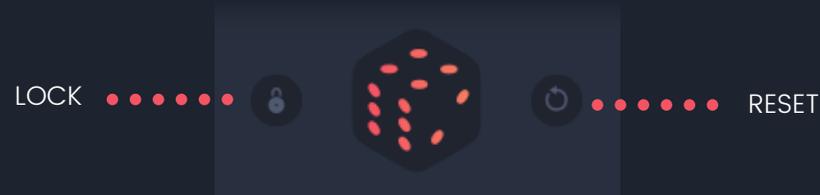
If you wish to randomize all parameters: *Steps, Density, Pitch, Volume & Pan* at once, you may roll the main - BIG - dice at the top-center.



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

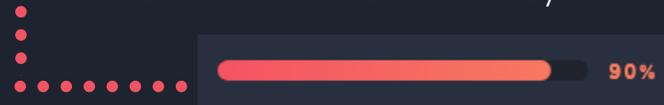


# SETTINGS

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



••• Set the volume of the currently selected track.



••• 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



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 channel.

## SEQUENCER RANGE

You can select the starting and ending 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.

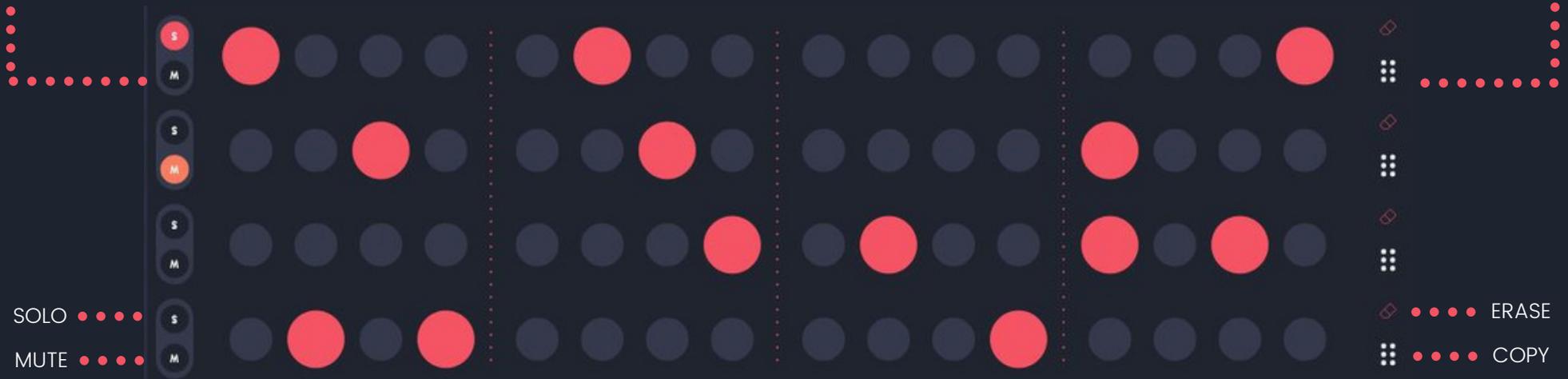


\*Double click it and it will reset to the default positions.  
The two white arrows on the left & right can move the whole selected sequence to the left or to the right one step per click.

# SEQUENCER SETTINGS

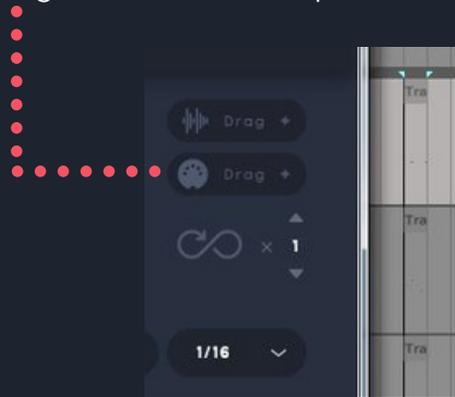
••• Like an ordinary Groove sequencer you can select to Solo -or- Mute any of the channels in the sequencer area.

Erase the whole sequence in a channel, or copy all settings directly to another channel, simply by dragging the 'dots' icon to another channel.



## MIDI DRAG - EXPORT

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

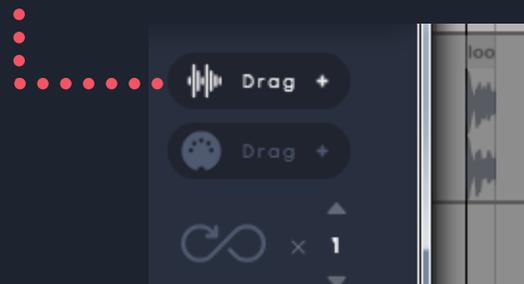


Alternatively, you can Save/Export/Share the MIDI file by clicking the button below, which is located at the bottom of the preset manager (pencil icon)



# AUDIO DRAG - EXPORT

Drag-out the audio sequence directly to your DAW.



Alternatively, you can Save/Export/Share the audio file by clicking the button below, which is located at the bottom of the preset manager (pencil icon)



## 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.

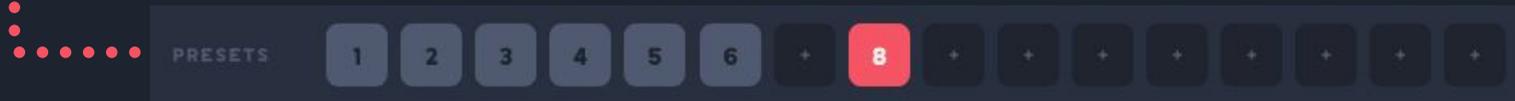
The 'Save' Option will save the pattern along with the Settings that you have created and the 'Save + Samples' Option will also save the samples that you have used for your preset.



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

## QUICK-LOAD SLOTS

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 pouch of a button.

The slot/preset that is currently playing will be displayed with an orange/red color.

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 example above 'My Awesome Preset' is moved to the 13th slot of the Quick-Load section.  
You can move it to any slot number or even remove it from the Quick-Load slots section.

# MIDI MAPPING & 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 Controls and/or Automation settings.



**DAW**

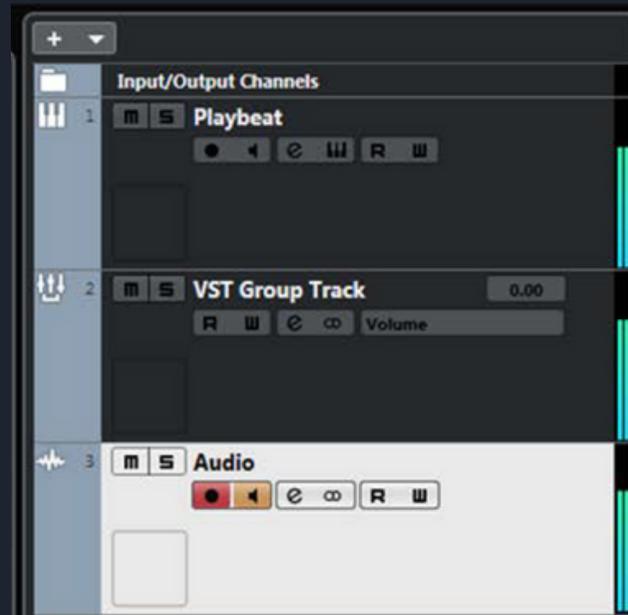
**-**

**RECORDING PLAYBEAT IN REAL-TIME**



# RECORDING PLAYBEAT IN CUBASE - 1

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.



## RECORDING PLAYBEAT IN CUBASE - 2

Open the MIXER tab (F3)

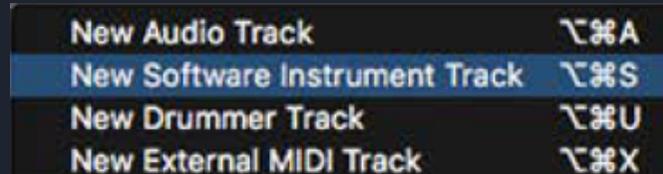
In the Routing Section set the Input of the Audio track to be the Output of the VST Group Track as shown in the picture.

Now you are able to record Playbeat in real-time

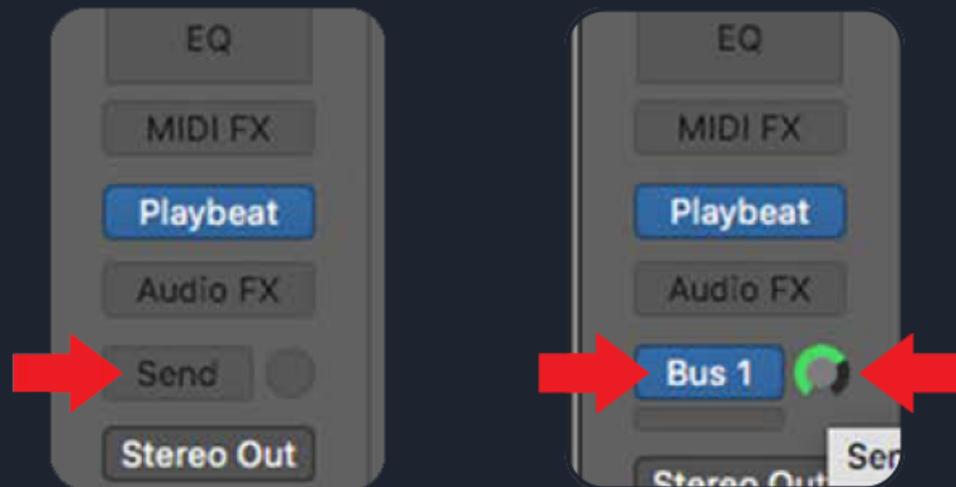


## RECORDING PLAYBEAT IN LOGIC - 1

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'.



## RECORDING PLAYBEAT IN LOGIC - 2

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.



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



# RECORDING PLAYBEAT IN PRO TOOLS

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 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.

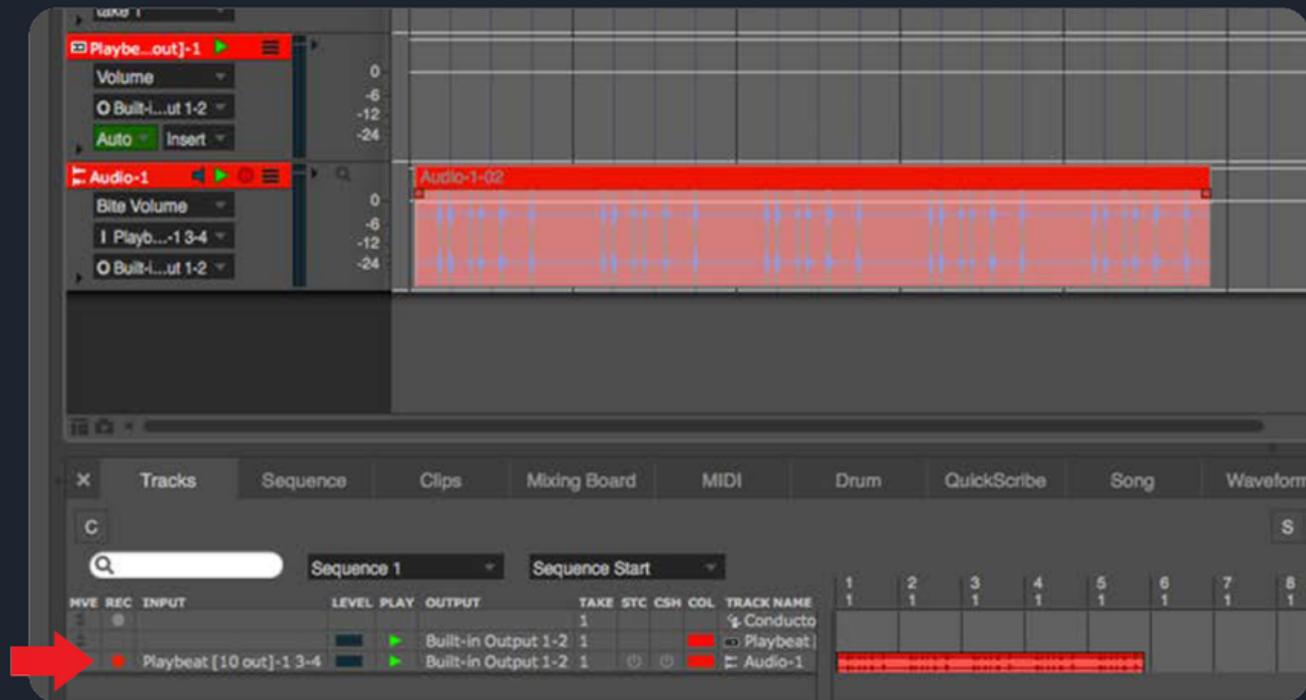


3. Arm, and Record.

# RECORDING PLAYBEAT IN DIGITAL PERFORMER

1. Load Playbeat to an Instrument Track ( 1st Track )
2. Create a stereo audio track ( 2nd Track )

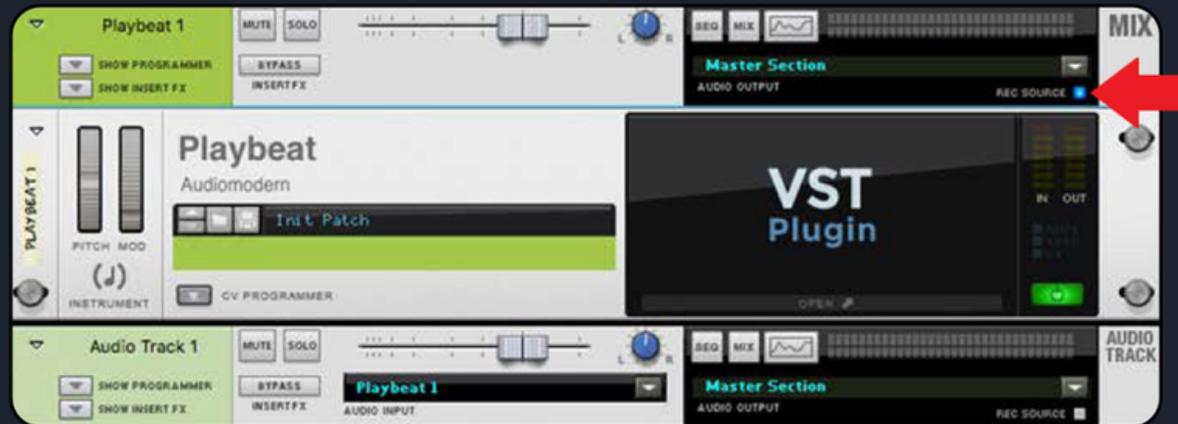
and on the Input section and select Playbeat Output as an Audio Input for that Track.



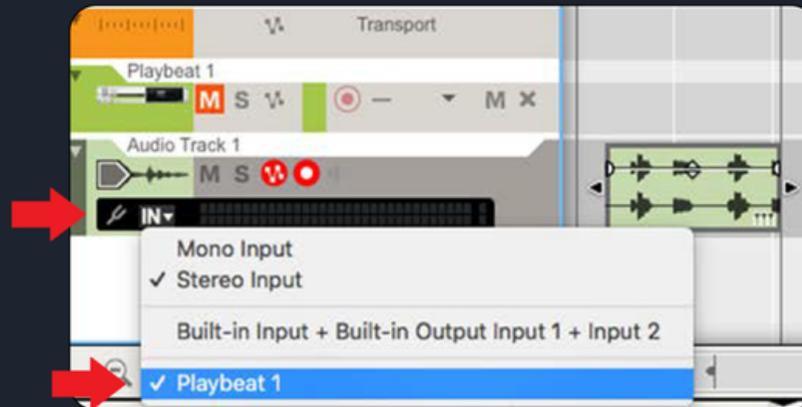
3. Arm, and Record.

# 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.

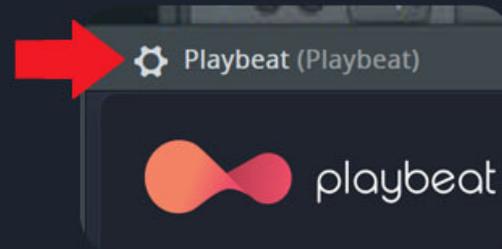


4. Select 'Playbeat' as Input source on the Audio Track, Arm and Record.



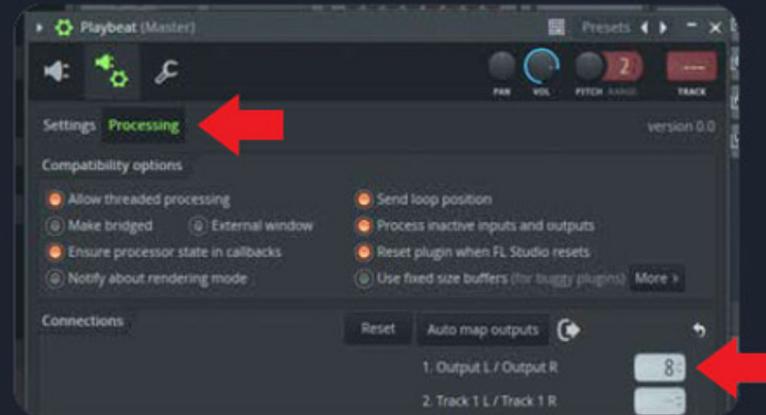
# RECORDING PLAYBEAT IN FL Studio

1. Load Playbeat and click on the Settings icon.



2. Click on the "Processing" tab and set an Audio Output for Playbeat.

\*In the example below we send the Output to track '8'.



3. Arm the selected track and Record.



# **PLAYBEAT BASIC MANUAL / USER GUIDE**

**VST/VST3/AU/AAX/iOS**