

# Vocal Pockets

GROOVE SETUP USER MANUAL

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**Purpose:** This document provides instructions on how to set up your digital audio workstation (“DAW”) to use Vocal Pockets grooves templates as custom quantization settings. For tips on how to use the grooves, please review the “Usage Guide” included with your download.

## **Notes for All Users**

- To find the grooves, locate and open the zip folder that you purchased and downloaded contains the name “Vocal Pockets.”
- If needed (e.g., your DAW’s workflow is updated), you can refer to the latest version of the Groove Setup User Manual on our [website](#).

## **Setting Up Your DAW to Use out Groove Templates as Custom Quantization Settings**

In updated versions of:

- Ableton Live Standard and Suite
- Cubase Pro
- FL Studio Fruity, Producer, and Signature Editions
- Logic Pro X
- Pro Tools and Pro Tools Ultimate
- Reason Intro, Standard, and Suite
- Studio One Artist and Professional Versions

### **Ableton Live Standard and Suite**

- We provide grooves as Ableton Groove files (.agr). In the Browser (View > Show Browser), under “Places,” click “Add Folder.” Select the location of the downloaded Ableton Groove Pool files. Alternatively, copy the downloaded Vocal Pockets Ableton Groove files into your Ableton User Library. The typical file path is Ableton > User Library > Grooves.
- Once you click on a Vocal Pockets Ableton Groove file in Ableton, it will be added to the Groove Pool. You can now apply the groove to your tracks as you would with the stock quantization options provided by

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Ableton. Select a clip that does not have a Vocal Pockets groove applied. Under “Clip View,” select the drop down option next to “Groove” and select the applicable groove. If you click “Commit” in the Clip View, you will see the MIDI data shift.

- If you would like to re-save or otherwise need to create the Ableton Groove Files:
  - Drag and drop MIDI files into your project or use [another way supported by Ableton](#) to import MIDI. Note that Ableton may change the project tempo when MIDI is imported so consider remembering the tempo of your existing project or perform this process in a new project.
  - Select the Vocal Pockets MIDI file(s) that you imported into Ableton.
  - Drag the clip(s) to the Groove Pool or use the Extract Groove command in the clip’s context menu (right-click(PC) / CTRL-click(Mac)).
  - You can now apply the grooves to your tracks as you would with the stock quantization options provided by Ableton. Select a clip that does not have a Vocal Pockets groove applied. Under “Clip View,” select the drop down option next to “Groove” and select the applicable groove.
  - Click on the save icon (which looks like a floppy disk) in the Groove Pool for the Vocal Pockets groove. The groove will then be saved under "Grooves" in your User Library.

## Additional Ableton Resources Produced by Third Parties

- Using Grooves (<https://www.ableton.com/en/manual/using-grooves/>)
- Using Groove and Swing in Ableton (<https://www.youtube.com/watch?v=M5QpesSjY-U>)

## Cubase Pro

1. Before beginning, we recommend enhancing Cubase’s PPQ (parts per quarter) to 960 as this will allow Cubase to create a more accurate representation of our grooves. You can do this by going to Preferences/Settings > MIDI > MIDI Display Resolution > 1/16 = 240 ticks. Please note that Cubase may change the project tempo when MIDI is imported so consider remembering the tempo of your existing project or perform this process in a new project.

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2. Drag and drop MIDI files into your project or use [another way supported by Cubase](#) to import MIDI. If Cubase creates a SysEx track when you add MIDI, you can remove the SysEx track.
3. Select the Vocal Pockets MIDI file(s) that you imported into Cubase.
4. On the Toolbar, select “[Open Quantize Panel](#)” (Edit > Quantize Panel)
5. Drag and drop the Vocal Pockets MIDI file(s) into the center of the Quantize Panel. Cubase has now created a preset based on the Vocal Pockets MIDI file(s) and you can apply the grooves to your tracks as you would with the stock quantization options provided by Cubase.
6. To ensure that you can use the groove template in future projects, in the Quantize Panel, click the paper icon with the plus symbol to save the groove as a preset.

## Additional Cubase Resources Produced By Third Parties

- Quantizing Audio and MIDI  
([https://steinberg.help/cubase\\_pro\\_artist/v9.5/en/cubase\\_nuendo/topics/quantizing\\_midi\\_audio/quantizing\\_midi\\_audio\\_c.html](https://steinberg.help/cubase_pro_artist/v9.5/en/cubase_nuendo/topics/quantizing_midi_audio/quantizing_midi_audio_c.html))
- How to Match Groove Quantize  
(<https://www.youtube.com/watch?v=OsGb8v4uetE>)

## FL Studio Fruity, Producer, and Signature Editions

- We provide our grooves as FL Studio Score files. Before beginning, we recommend enhancing FL Studio's PPQ (parts per quarter) to 960 as this will allow FL Studio to create a more accurate representation of the grooves. You can do this by going to Preferences/Settings > Project > Time Settings > Timebase (PPQ) > 960. To apply a groove to a track, open the [Piano Roll Quantizer](#) (Alt+Q on PC; Option+Q on Mac). Click the folder icon in the top right of the pop up to browse and select the Vocal Pockets folder where the FL Studio score files are located. Within the Piano Roll Quantizer, select “Leave Duration” from the drop down menu as the grooves are designed to affect timing. You can adjust the “[Start Time](#)” and “Sensitivity” controls to your liking. Click “Accept.”
- If you would like to re-save or otherwise need to create the FL Studio Score files:
    - Import the MIDI file(s) into FL Studio, from either the Main File menu or the Piano Menu, go to File > Import MIDI file. Alternatively, you can use [another method supported by FL Studio](#). Note that FL Studio may change the project tempo

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when MIDI is imported so consider remembering the tempo of your existing project or perform this process in a new project.

- Highlight the MIDI notes associated with Vocal Pockets MIDI file(s) added.
- In the Main Menu of the [Piano Roll](#), go to File > Save Score As
- Save the Vocal Pockets MIDI file as a score file (.fsc). Once saved, the Vocal Pockets grooves can be used in your existing and future projects.
- Once the steps above are completed, you can apply the groove from the Vocal Pockets MIDI file(s) to your tracks as you would with the stock quantization options provided by FL Studio. For example, select a track that does not have Vocal Pockets groove applied. Next, open the [Piano Roll Quantizer](#) (Alt+Q on PC; Option+Q on Mac). Click the folder icon in the top right of the pop up to browse and select the saved Vocal Pockets score file.

## Logic Pro X

- We provide a Logic Pro X template that has the applicable MIDI files and groove templates already created.
  - If you would like to re-save or otherwise need to create the groove templates:
    - Drag and drop the downloaded MIDI files into your project or use [another way supported by Logic](#) to import MIDI. If Logic creates an instrument track with effects, you can remove the instrument and effects to save CPU resources. If you do not remove the instruments, consider muting the tracks.
    - Locate the Region Inspector within Logic Pro X which is located in the upper right hand corner of the inspector. You can also open the region inspector in a separate window by choosing Window > Open Region Inspector Float (or press Option-R if you have this shortcut enabled).
    - Select the Vocal Pockets MIDI file(s) that you imported into Logic Pro X.

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- With the MIDI file(s) selected, within the Region Inspector, click the drop down option adjacent to “Quantize” and select “Make Groove Template” towards the bottom of the menu.
- Once you have clicked “Make Groove Template,” Logic has created a groove template based on the selected Vocal Pockets MIDI files. You should now see the grooves of the Vocal Pockets MIDI files under “Quantize” of the Region Inspector and you can apply the grooves to your tracks as you would with the stock quantization options provided by Logic Pro X. You may want to consider [hiding](#) the tracks with the Vocal Pockets MIDI grooves and/or packing them into a [folder](#).
- For ease of use in future sessions, save the session with the MIDI grooves as a [template](#) within Logic Pro X.

## Additional Logic Pro X Resources Produced By Third Parties

- Quantize MIDI (<https://www.youtube.com/watch?v=aAQPo4ZGY0Q>)
- Quantize Audio (<https://www.youtube.com/watch?v=97xGPRtOoSQ>)

## Pro Tools and Pro Tools Ultimate

→ Wiki Audio did a nice job explaining how this works. Please see their instructions related to MIDI (“From MIDI Region”) here:  
<https://www.wikiaudio.org/pro-tools-groove-template-creation/>

## Reason Intro, Standard, and Suite

1. Add the downloaded MIDI files into a project by going to File > Import MIDI. Reason may change the tempo of any open project when importing a MIDI file so consider memorializing the tempo of your project or beginning this process in a new project.
2. Right click on the MIDI file and select “Get Groove from Clip.” Alternatively, select the MIDI clip, and go to Edit > Get Groove from Clip.
3. The extracted groove will now be loaded to the ReGroove mixer. You can view the ReGroove mixer by clicking “Groove” on the left side of the Transport. Alternatively, go to Window > Show ReGroove Mixer. On the ReGroove Mixer, the extracted groove may say “User [Insert Number]”

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which means a user groove has been extracted. Click the “Edit” button on the ReGroove mixer.

4. The Tool Window will pop up. Ensure that “Groove Settings” appears at the top. The “User Patch” should match what is on the ReGroove mixer. Click the floppy disk icon (the rightmost icon) to save the groove for future use. Ensure that the name of the groove matches the name of the MIDI file that you downloaded.
5. To apply the extracted groove to an existing track, in the Sequencer, click on the drop down arrow next to the track of interest. Select the applicable groove which should be under A,B,C or D.

## **Studio One Artist and Professional Versions**

1. Drag and drop MIDI files into your project or use [another way supported by Studio One](#) to import MIDI.
2. Ensure that the name in Studio One’s Arranger matches the name of the MIDI file(s) that you downloaded from us. To do so, double-click on the name of the track in the Arranger and remove the “CH...” that Studio One may have added. Before pressing “Enter,” hold down Shift and then press Enter - the MIDI file name within the project should be updated to match the name in the Arranger.
3. Select the Vocal Pockets MIDI file(s) that you imported into Studio One.
4. Drag and drop the MIDI file into the display in the Quantize Panel. To find the Quantize Panel go to View > Additional Views > Quantize. Alternatively, find and click the capital “Q” button on your project.
5. On the left side of the Quantize Panel, under “Grid,” select “Groove.
6. Drag and drop the MIDI groove template into the section to the right of “Groove” with gridlines.
7. Once the steps above are completed, you can apply the groove from the Vocal Pockets MIDI file(s) to your tracks as you would with the stock quantization options provided by Studio One. Select the notes that you would like affected by the groove and select the applicable groove from the right side of the Groove Panel. Adjust the “Start” amount to your liking and click “Apply.”
8. For ease of use in future sessions, save the groove as a preset. To do this, click the plus button next to the groove name (under the A,B,C,D in the panel) and save the groove as a preset.
9. If you would like to organize the Studio One groove templates into a folder, you can right click on the groove in Studio One and select “Show

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in Explorer” (PC) or “Show in Finder” (Mac). You should be taken to the user path for grooves, which is likely “Studio One > Presets > User Presets > Quantize Settings. Here, under “Quantize Settings,” you can organize the grooves as you see fit. To have Studio One recognize any changes that you make, within Studio One, click on “Browse” (bottom right corner) > the “Home” (top right of the project). At the bottom of such section, click “Re-Index Presets.”

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