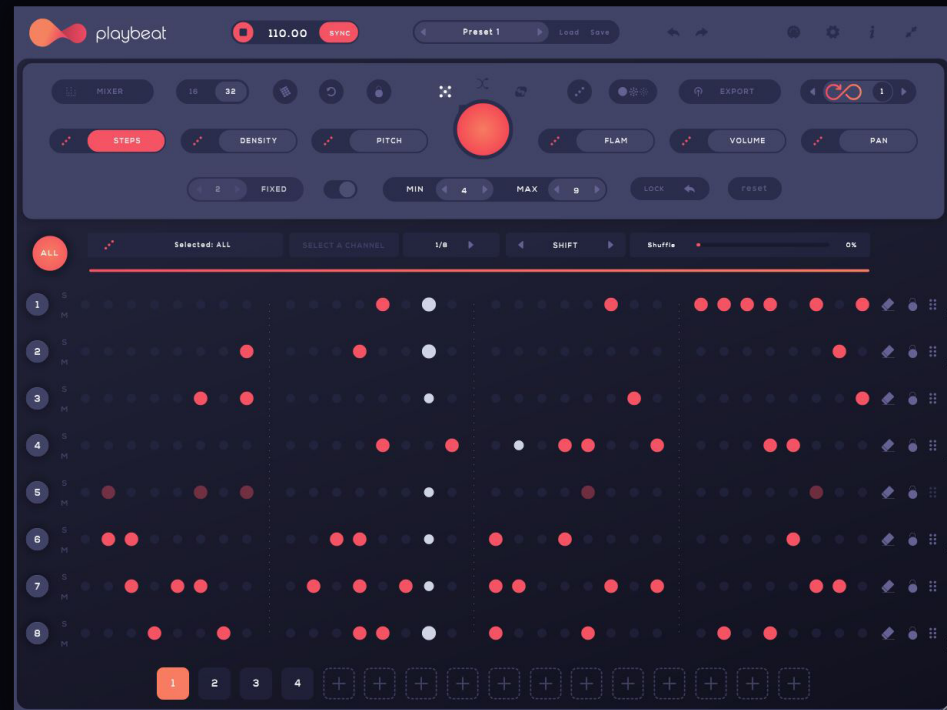
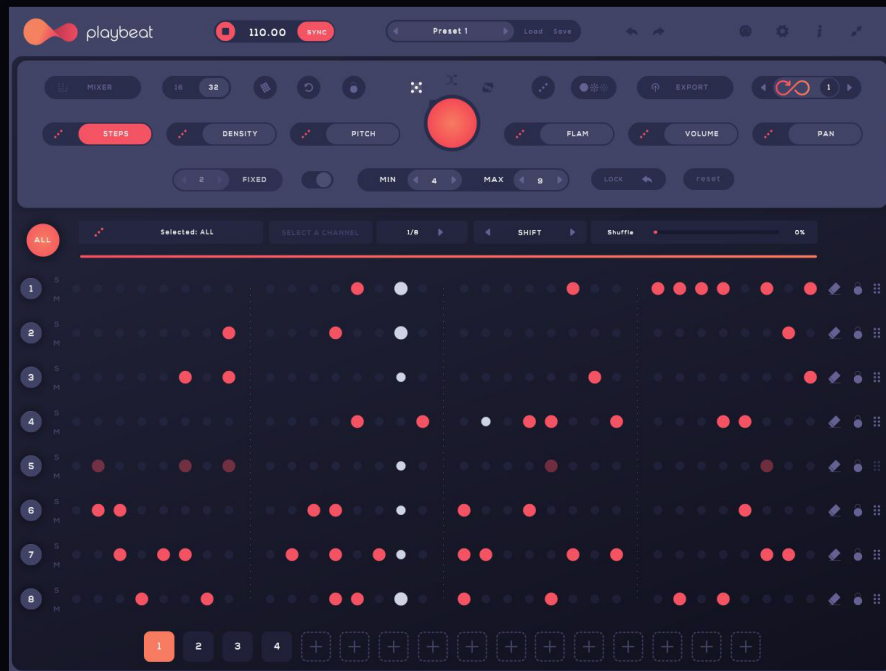




# Getting Started

Windows, MacOS & iOS





Playbeat is the Next Generation Creative Groove Engine for Windows, macOS and iOS.

Unlike an ordinary step sequencer, Playbeat uses advanced musical algorithms to create infinite variations of the grooves while maintaining a sense of creativity, inspiration, and momentum.

No two patterns will ever be the same.

## Smart by Design

Playbeat innovates by using advanced sonic analysis algorithms to create or remix completely original grooves.

## Powerful Sequencers

Eight totally independent sequencers which can combine Real-Time Pitch Shifting, Density, Flam strokes, Volume, Pan and more.

## Remix, Perform & Edit

Create unlimited remixes of patterns based on your current pattern to fit your entire song.

## Preset & Sample Management

The new Sample management and Preset management system allows you to add any folder from your computer, browse any sample and quickly drag and drop any sample to the Sequencers & Sample Slots to create your Kits.

## Create your Own packs

You now have the option to create your own personalized packs, all with your own Artwork, Name, Description and tagging, which you can export and share with another device or with another user.

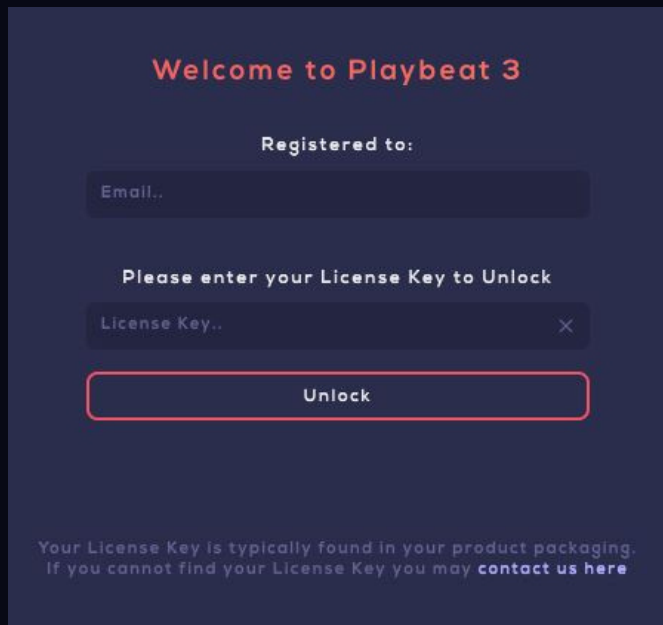
## Quick Start

Double-click the installer found inside the main Playbeat 3 folder and follow the instructions.

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

## 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:



**Welcome to Playbeat 3**

Registered to:

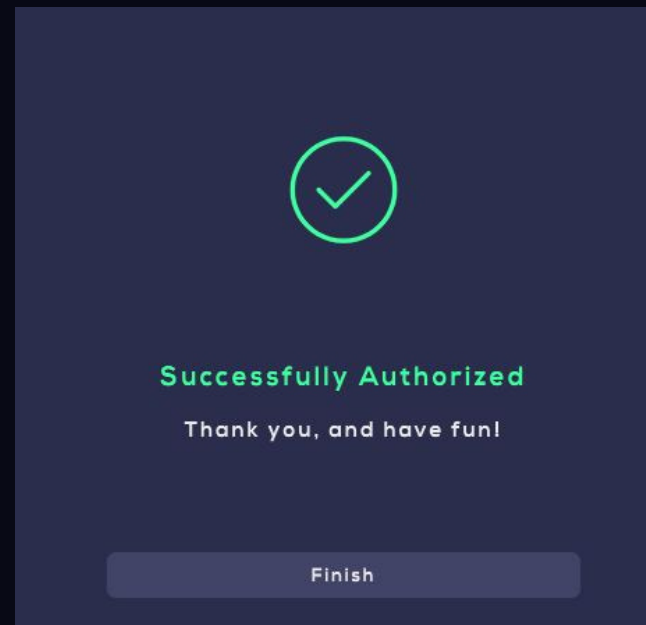
Email..


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](#)





**Successfully Authorized**

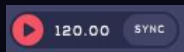
Thank you, and have fun!

Finish

# Top Bar Controls



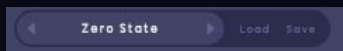
## Sync



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.

## The Sample & Presets Manager



Playbeat 3 has been build with an innovative Manager that allows you to customize your folders and Samples, create your custom Presets & Packs and share them across devices with one click export.

Click the "Load" button or the currently loaded Preset name (Zero State in this example) to enter the Presets Manager and select your Preset. Use the Right and Left arrow buttons to easily navigate through Presets.

Click "Save", enter a name for your Preset to save it for later use.

## Undo & Redo buttons

## MIDI Learn

Playbeat 3 comes with an advanced MIDI Learn system that allows you to remote control virtually any on-screen parameter with a MIDI controller.

## Settings

By clicking the 'Settings' button, you can have access to Playbeat 3 MIDI Outputs, Linear Options and MIDI settings.

## Info

This tab includes all useful information and links that could help you ease your workflow.

## Resize

This button will resize Playbeat 3 to its actual size. You can also resize the Playebat window by dragging its bottom right corner.



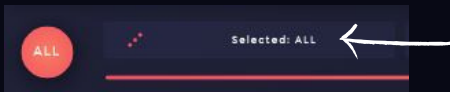
# Sample & Presets Manager

Playbeat 3 comes with a revolutionary Sample & Presets Manager which allows you to import your own sounds and folders, create your custom presets and Playbeat packs and share them with any device or user with a one click export.

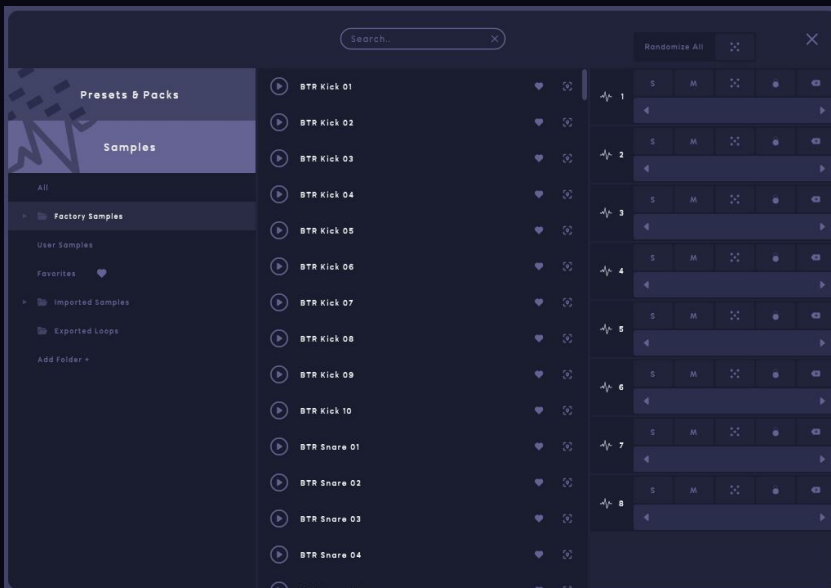
In this section, we will introduce the Sample Manager and the Presets & Packs will be covered in the next pages of this Manual.

## The Sample Manager

Click the Sample Selector button to access the Sample Manager and load your own sounds:



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

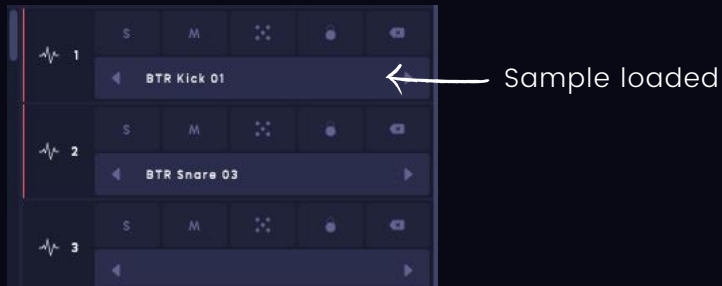


- ALL: All imported or factory samples can be reached through this tab
- Factory Samples: Playbeat 3 comes with 196 factory samples.
- User Samples: This folder contains all individual samples loaded by the user. This is a virtual directory for all samples that can't be located in sample manager via 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 with the Playbeat packs. You can use these sounds to create your own presets, or to load them to any Playbeat track.
- Exported Loops: All exported loops will be visible through this folder.
- Add Folder: Click the "Add Folder" button to browse to the right location on your HD and select your preferred folder. The paths to the selected folders will be displayed in the right column.

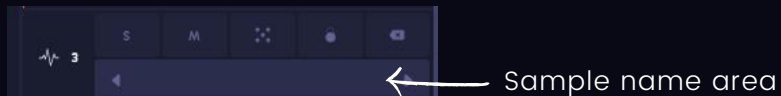
# Load your Sounds

Drag any of the middle column's samples and Drop it to any of the right column's Playbeat Tracks.

The Tracks that already have a sample loaded, will be highlighted and the sample name will be displayed:

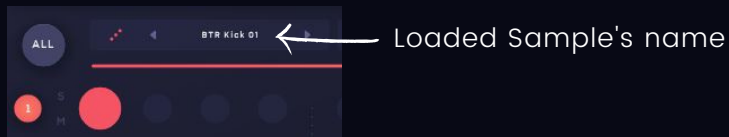


Alternatively, click the Sample name area below to browse your preferred samples located anywhere on your HD:



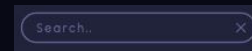
Click the Left and Right arrow buttons to easily change the loaded sample to the previous or next sample included in the loaded folder.

Once a sound has been loaded to a track, the selector button will display the Sample name of the selected track. See example below for the selected Track No.1:



Load your preferred Samples, click "Random" and you are ready to go!

## Search



Type in your preferred sample's name to easily access it through the middle column's samples area.

## Preview



Click the "Play" button in the middle column to preview a sample.

## Favorite



You can mark as favorite any of the middle column's samples. You can easily reach them later through the "Favorites" folder.

## File location



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

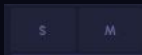
# Additional Features

## Randomize All



This will select random samples to be loaded to all Playbeat channels at once.

## Solo & Mute



Solo or mute your preferred channels.

## Randomize sample



This will select a random sample to be loaded to your track. Playbeat will load a sample contained in your already loaded/selected folder.

## Lock



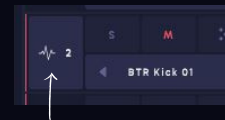
This will prevent the loaded sample from being randomized once you click the sample manager's "Randomize All" button.

## Remove sample



This will remove the loaded sample from your Playbeat channel.

## Preview



Click the Track's number to preview the loaded sample.

While Playbeat is playing, the channels that have a sample loaded will be highlighted while an active step is playing.

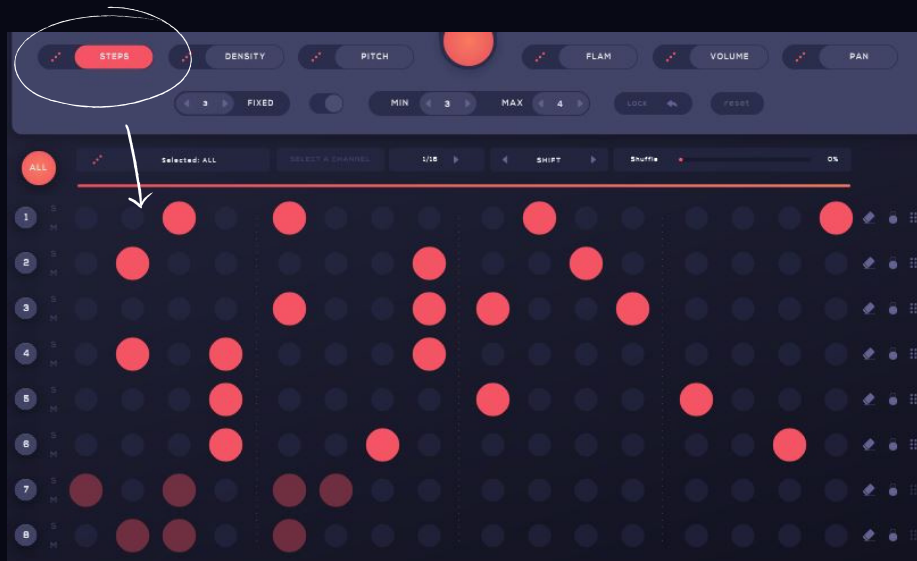
This is useful for you to recognize the sounds that are playing while you are in the Sample Manager tab.

# Creating your Grooves

## Steps

Once the 'Steps' button 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.



Select 'All' or one of the eight channels to apply changes.

Click the Steps' Random dice button to randomize the pattern for the currently selected channel:



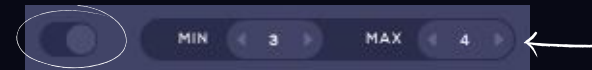
For each of the individual channels, you can choose how many steps you want to be active on each pattern every time you roll the dice on the 'Steps' Section.

Set the number of Steps toggle to "Fixed" to select a specific number of steps to be generated:



In this example, the newly created pattern will include 4 steps for the selected channel(s).

Switch the toggle to set the minimum and maximum number of steps to be active for your new groove:

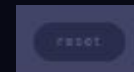


Enable the 'Lock' button and select your preferred steps to be locked. This will prevent the locked steps from being randomized once you click the 'Random' button.

Deactivate the 'Lock' button to continue editing your pattern.

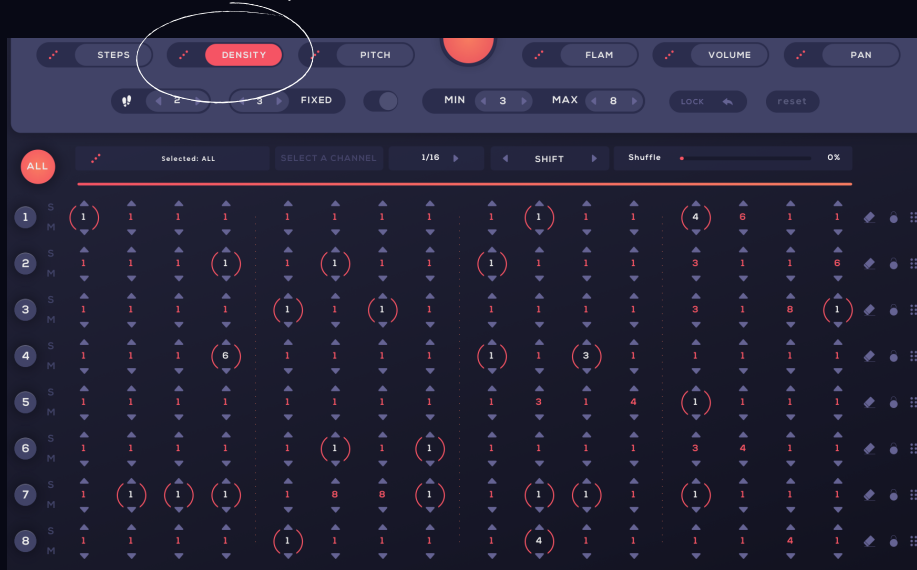


The 'Reset' button will deactivate all unlocked steps:



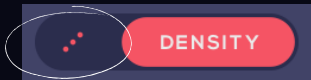
# Density

The same logic applies to all Playbeat effects. Once the 'Density' button/view is selected, the Step sequencer will show the Density Grid.



Select 'All' or one of the eight channels to apply changes.

Click the Density's Random dice button to randomize Density for the currently selected channel:



For each of the individual channels, you can adjust the amount of steps to add Density to and the amount of Density that will be applied to your steps.

Adjust the "Steps" slider below to set the number of notes to Density will be added to:



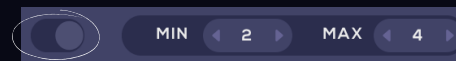
By setting the steps to 2, the pattern will include 2 steps that Density will be applied to.

Set the Density mode to "Fixed" to select a specific value of Density that will be applied to your steps:



By setting the "Fixed" value to 3, the Density's value will be 3 for the all steps that Density will be applied to.

Switch the toggle to set the minimum and maximum amounts of Density to be applied to selected channel's steps:



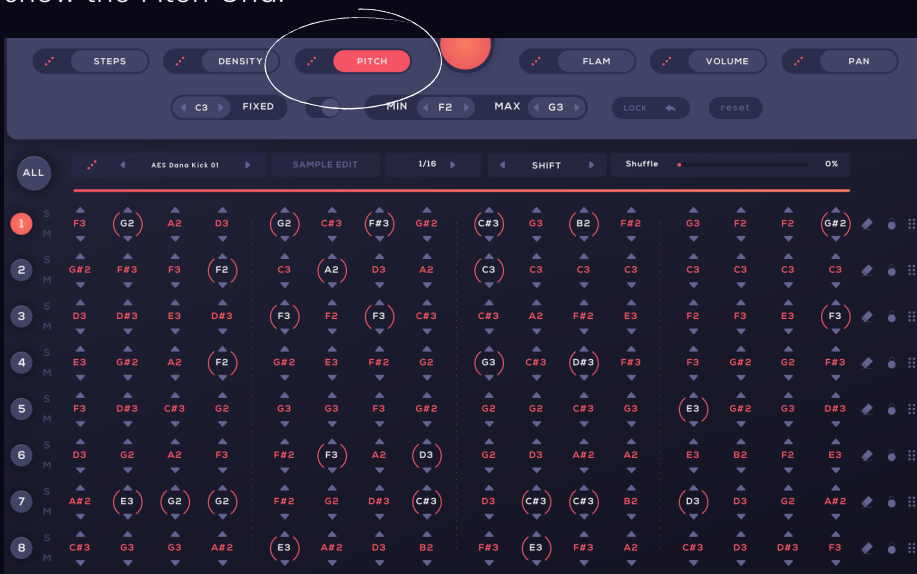
By setting the minimum value to 2 and the maximum to 4, the Density's minimum applied amount will be 2 and the maximum will be 4 for the all steps in the pattern that Density will be applied to.

The 'Reset' button will reset the Density value for all unlocked steps:



# Pitch

Once the 'Pitch' button/view is selected, the Step sequencer will show the Pitch Grid.



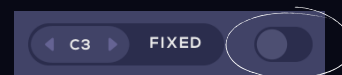
Select 'All' or one of the eight channels to apply changes.

Click the Random dice button to randomize the Pitch for the currently selected channel:



For each of the individual channels, you can adjust the lowest and highest Pitch that will be applied to your steps.

Set the Pitch mode to "Fixed" to select a specific Pitch to be applied to your steps:



By setting the "Fixed" value to C3, the Pitch for all steps in the sequencer will be C3.

Switch the toggle to set the minimum and maximum values for Pitch to be applied to selected channel's steps:



By setting the minimum value to F2 and the maximum to G3, your pattern's lowest pitch of all steps will be F2 and the highest will be G3.

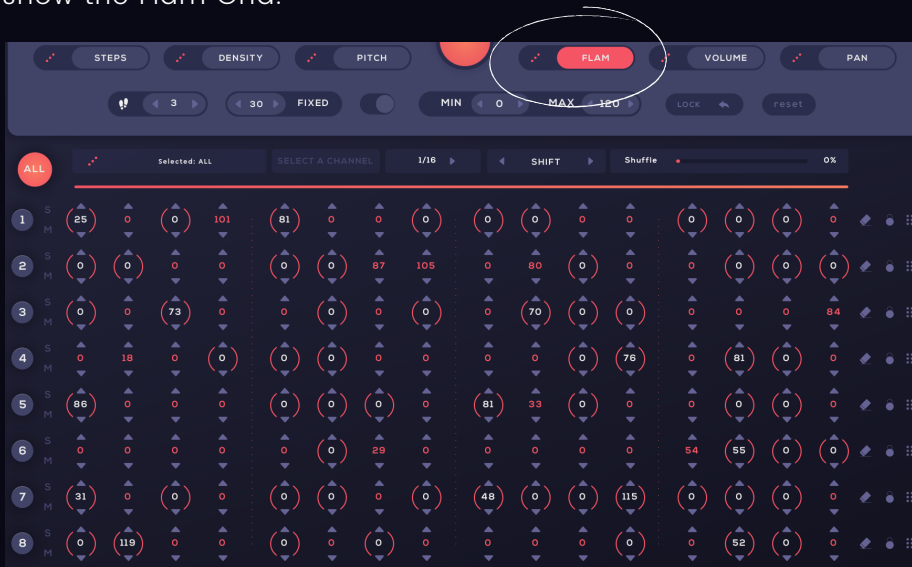
The 'Reset' button will reset the Pitch to the default value (C3) for all unlocked steps:



# Flam

The Flam rudiment allows you to play a second "strokes" just a split second after the grace note.

Once the 'Flam' button/view is selected, the Step sequencer will show the Flam Grid.



Select 'All' or one of the eight channels to apply changes.

Click the Random dice button to randomize the Flam effect for the currently selected channel:



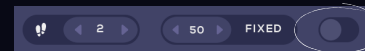
For each of the individual channels, you can adjust the amount of steps to add Flam to and the "distance" between the two notes/strokes.

Adjust the "Steps" slider below to set the number of notes that Flam will be added to:



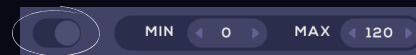
By setting the steps to 2, the pattern will include 2 steps that Flam will be applied to.

Set the Flam mode to "Fixed" to set a specific "distance" between the two strokes:



By setting the "Fixed" value to 50, the second stroke will be played 50ms after the grace note.

Switch the toggle to set the second stroke's minimum and maximum distance from the grace note.



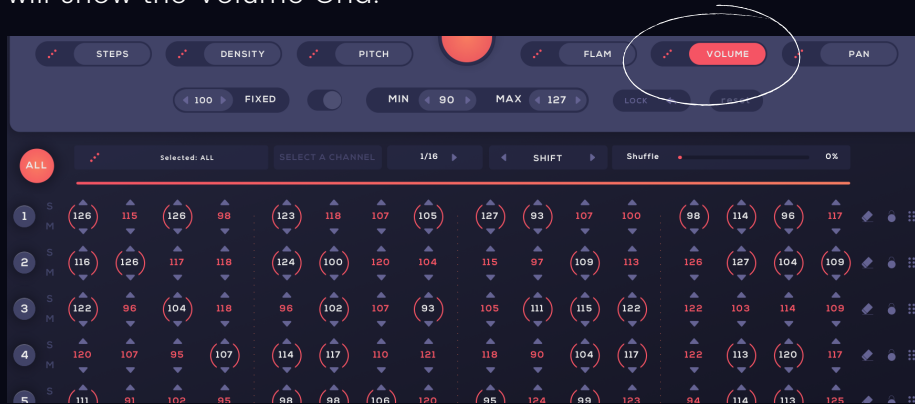
By setting the minimum value to 0 and the maximum to 120, the minimum distance that will be generated will be zero and the maximum 120 ms. All values are displayed in the sequencer's Flam Grid.

The 'Reset' button will reset the Density value for all unlocked steps:



# Volume

Once the 'Volume' button/view is selected, the Step sequencer will show the Volume Grid.



Select 'All' or one of the eight channels to apply changes.

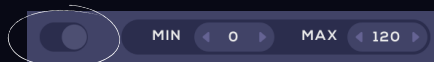
Click the Random dice button to randomize the Volume for the currently selected channel:



Set the Volume mode to "Fixed" to set a specific Volume for all steps.



Switch the toggle to adjust the minimum and maximum volume for the pattern that will be generated.

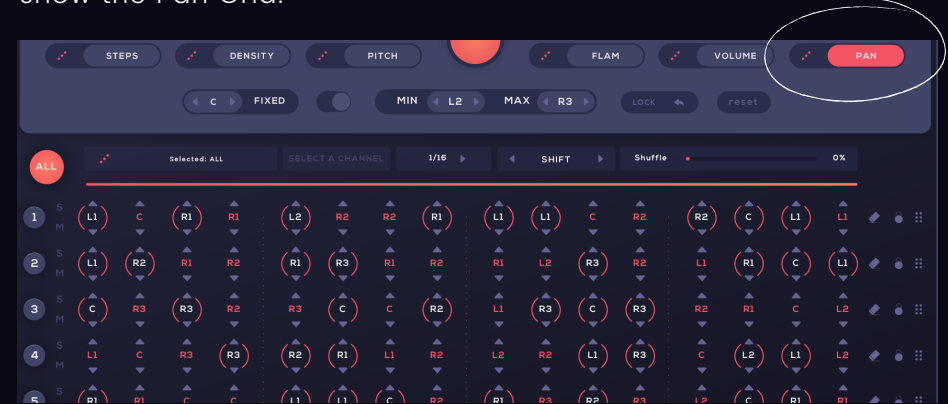


The 'Reset' button will reset the Density value for all unlocked steps:



# Pan

Once the 'Pan' button/view is selected, the Step sequencer will show the Pan Grid.



Select 'All' or one of the eight channels to apply changes.

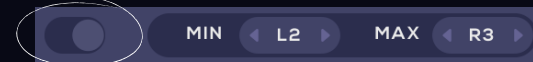
Click the Random dice button to randomize the Pan for the currently selected channel:



Set the Pan mode to "Fixed" to set a specific Pan for all steps.



Switch the toggle to adjust its amplitude for the newly generated patterns:



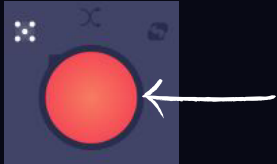
The 'Reset' button will reset the Density value for all unlocked steps:





# Randomization

Click the central randomization button to randomize all parameters: Steps, Density, Flam, Pitch, Volume & Pan at once.



Playbeat 3 introduces multiple randomization options and totally new algorithms.



Random mode: While you are in this mode, Playbeat will generate random grooves by clicking the randomization button.



Remix: Switch to this mode to slightly randomize your pattern. A new pattern, similar to the previous one, will be generated when you click the randomization button.



Temporary randomization: This will randomize your pattern for as long as you want and bring it back to the original.

Click and hold this randomization button and Playbeat will generate a new pattern for you. Release the button and your initially created pattern will be active again.



This will lock the currently selected effect for the selected channel.

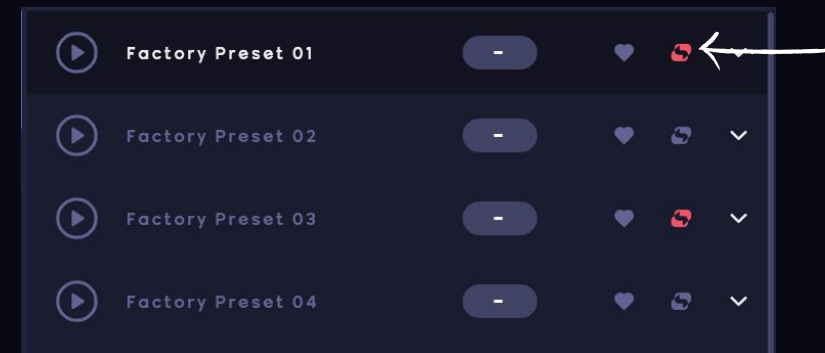
For example, in the "Steps" tab, select channel no.1 and click "Lock". Then select "ALL" channels and click the Global randomization button. The steps for all channels will be randomized except from channel no.1's steps.

# Smart Randomization

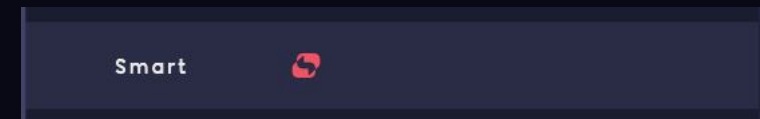
From Version 3.1.0, Playbeat introduces the Smart Randomization Algorithm. This new algorithm allows you to generate presets, based on your selected "Smart" Presets.


## How it works?

1. Through the Presets Manager, mark your preferred presets as 'smart', the same way as you mark your favorites:



2. These presets will be stored into a separate 'Smart' folder in the Preset Manager's left column:



3. Enable the "Smart" Randomization algorithm  

Playbeat will take a look on the presets that you have marked as "Smart" and will try to create new patterns, based on the style of these presets, whenever you click the Randomization button. The more presets you have marked as "Smart", the more data the plugin will be able to collect and generate varied patterns based on your style.

# 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.

Activate the Infinity mode:



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..

You can set different modes on each channel.

# Disintegration mode

By activating the Disintegration mode, the Infinity control will also be activated:



The Disintegration mode works in combination with the Infinity number. By setting the infinity number to 4, every single time the sequencer's cursor goes around, it will start disintegrating the sequence and within 4 playthroughs it will have disintegrated the pattern to an empty sequence.

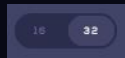
You can chose which channels will the Disintagration mode be applied to by enabling it for your preferred channels.

# The Sequencer

Playbeat provides multiple options to adjust the length of each track's sequencer.

Each track can have up to 32 steps.

Playbeat provides two views: 16 steps and 32 steps view. Click the steps adjustment button to switch to 16 or 32 steps view:



Select "ALL" to adjust the sequencer's length for all tracks at once. Select the number of your preferred track to adjust the individual channel's length.

You can select the starting and ending point of each pattern via the range bar/selector below, by moving its right and left edges. You can have different loop positions for each of the channels.

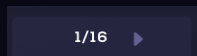


Drag the range bar to the left or right to shift it. Double click the range bar and it will reset to the default positions. All steps that do not belong to the active range will be greyed out.

## Steps duration

You can adjust the measure to be played individually for each of the channels 4/4, 1/16, 1/32 etc.

Select "ALL" or the number of your preferred track and use the drop-down menu below:



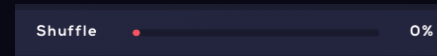
## Shift

You can circularly shift your pattern to the left or right using the Shift's right and left arrow buttons:



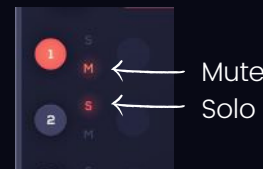
## Shuffle

Apply amount of 'SHUFFLE' to the selected channel(s).

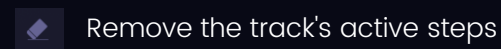


## Solo & Mute

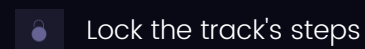
Solo or mute your preferred channels:



## Erase



## Lock



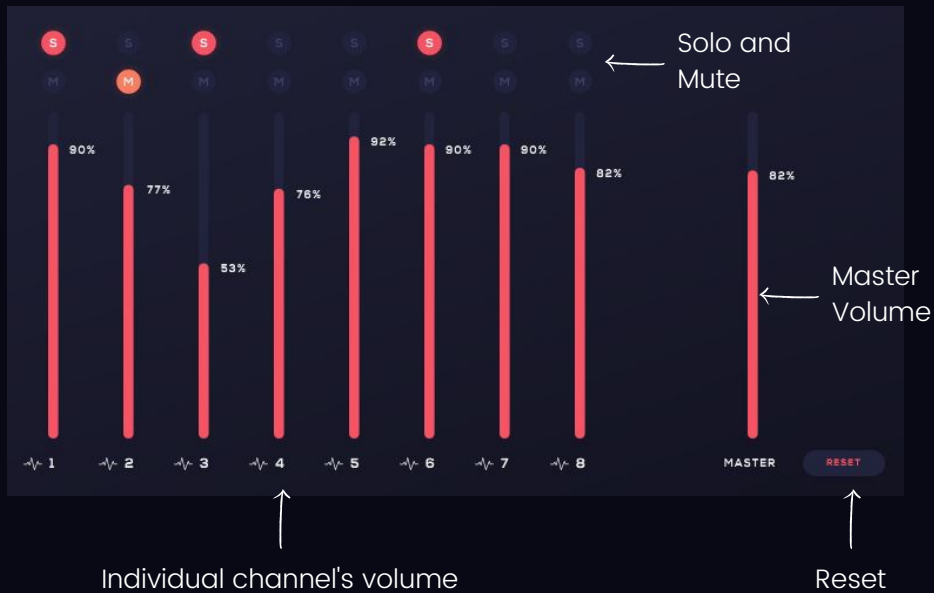
## Copy & Paste



## Mixer

Click the "Mixer" button to enter the mixer tab.

Through the tab, you can adjust the volume of each channel individually, the master volume to affect all Playbeat channels, solo or mute the channels, or click the "Reset" button to reset the mixer to the default settings.



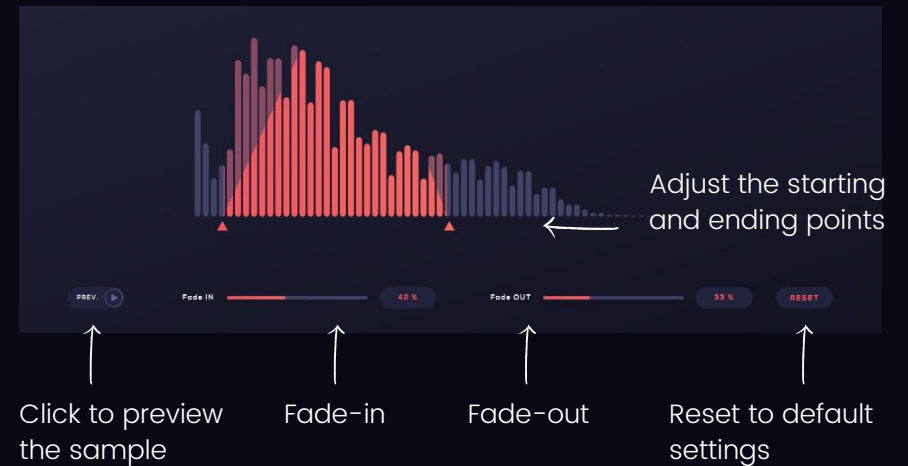
Double click the volume sliders to reset them to their default value (90%).

## Sample Editor

Load a sample to any of the Playbeat's tracks and select the track by clicking its number on the left of the sequencer area. Click the "Sample Edit" option:



You will be able to see the sample's waveform, adjust the starting and ending points of your sound to be played, Preview the sample, adjust the fade-in and fade-out and reset to default.



# Presets & Packs

Playbeat 3 introduces a powerful Presets & Packs management system that allows you to create your own collections of preset and share them across devices.

Click 'Load' or your Preset's name to access the Presets & Packs Manager.

## What are the Playbeat 3 Presets?

From Playbeat Version 3.0, a preset will save both your loaded sounds and the Plugin state.

You can also set your preferred styles using Playbeat's tagging system.

## What are the Playbeat Packs?

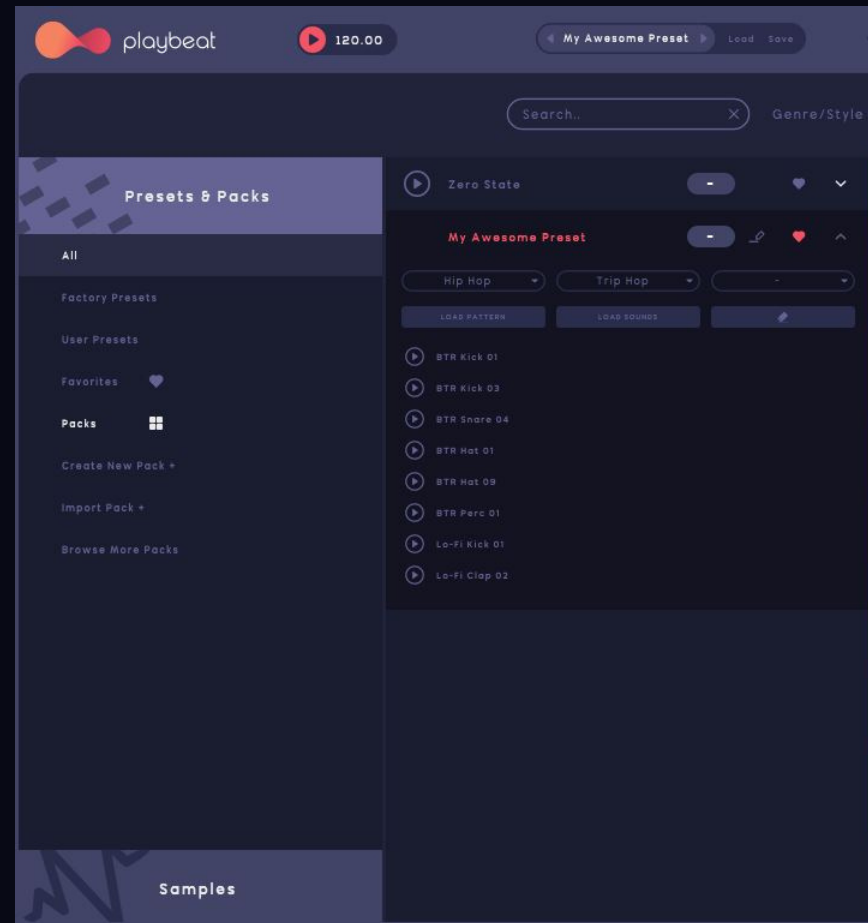
You can create collections of your preferred Presets, using your Author name, Pack Description and your own Artwork. Packs can be easily exported to be used by any device: Mac, PC or iPad.

The Playbeat Packs can also be used for the Preset's neat categorization.

## What is Playbeat's Tagging System?

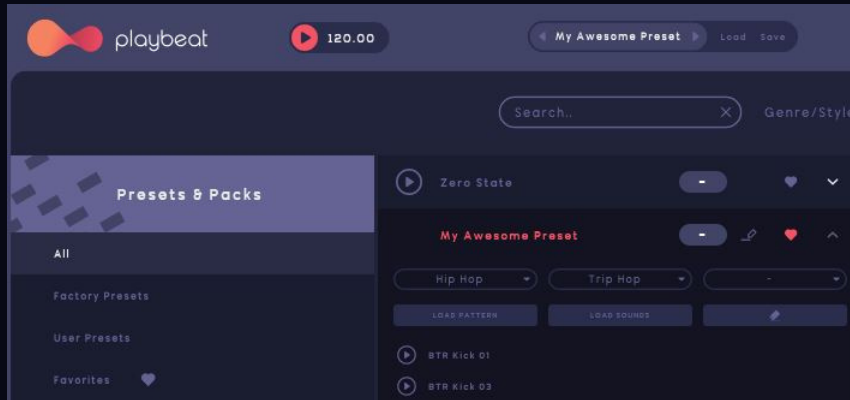
Playbeat 3 provides the option to attach labels to your Presets. These labels cover the most popular music genres and can be used in order to give information to Playbeat about your Preset's style, while they provide a clear identification and neat categorization.

You can give your Presets one or more tags and you will be able to easily reach them later, using Playbeat's Search by Genre/Style.



# Presets

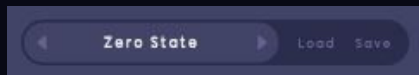
All Presets are well organized in folders (left column). The selected folder's content will be displayed in the middle column.



- ALL: Includes all Presets
- Factory Presets: Playbeat 3 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.

## Saving a Preset

Once your groove is ready, click the "Save" button to save your preset:



Enter a name for your Preset:



You can also use Playbeat's tagging system to give one or more music genres to your preset. Playbeat provides the option to use up to three tags for each Preset.

Click the drop-down menu under the Preset's name field to select your tags. Tags can also be edited later.



Click 'Save'.

## Quick-Load Slots

The second method to save your presets is what we call Quick-Load slots.

At 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 this slot.

Your preset will also be stored in the Presets Manager.

Once a saved preset is stored in the Quick-Load Slots, the sequencer state can be recalled instantly with the press of a button.

You can use the Presets Manager for more loading options: to load the plugin state along with its samples, or to load only the samples used in this preset.

This is extremely helpful in live/jam situations where you can load up to 16 different presets and quick-fire them with the press of a button.

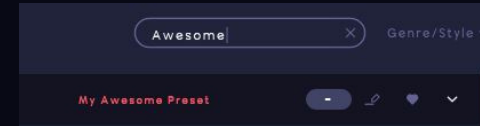
The currently selected Quick-Load preset will be highlighted.

Click and hold your Preset to re-save it. Once the preset has been re-saved it will be highlighted with an orange color.

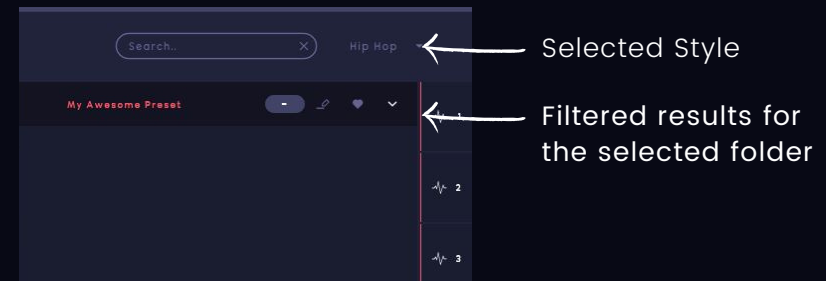
## Accessing your Saved Presets

All custom presets will be stored in the "User Presets" folder.

You can use the searching field to search your Presets by typing the name of your Preset:



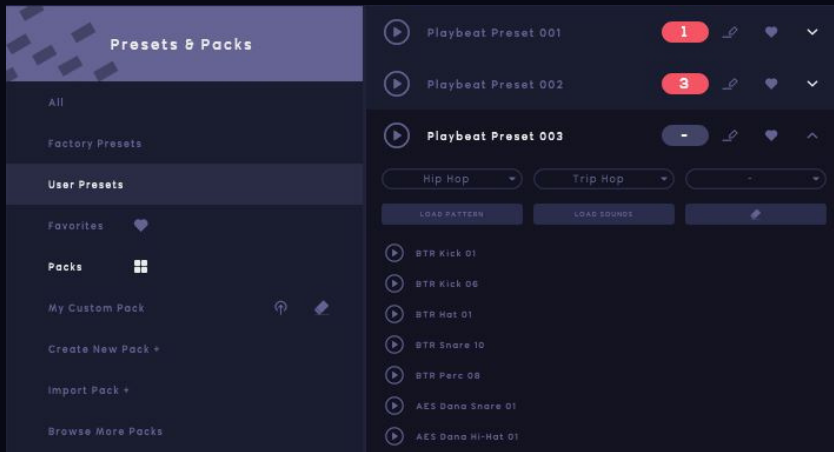
Click the Genre/Style option to filter the showing results. This will show the Presets included in the left column's selected folder, which have attached the selected Style.



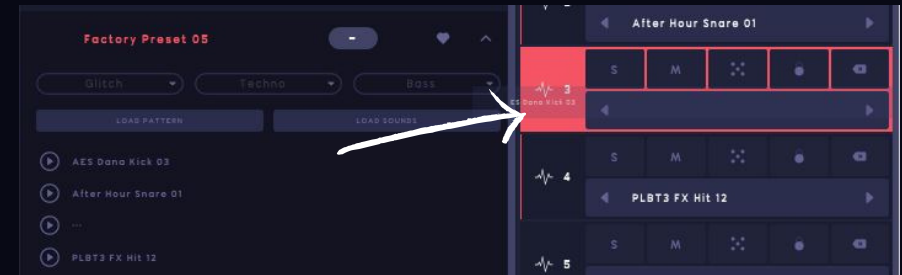
Double-click your Preset to load it.

## Editing your Presets









Playbeat's Preset manager provides multiple options to edit your saved presets, preview them and load them. Click the arrow button on the right of the Preset's name to expand it.



Drag any of the sounds included in your Presets and drop it to any the right column's tracks. This is useful to easily load a sound included in a preset to any of your tracks.



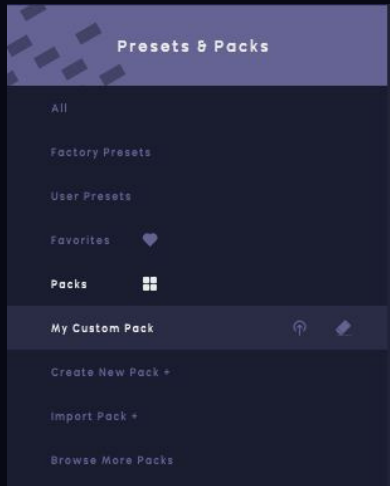
In this example we are loading the "AES Dana Kick 03" sound included in the Factory Preset 05, to Track 3 (highlighted).

-  Preview: Click the "Play" buttons to preview your preset or each of its sounds separately.
-  Quick-Load Slot: Assign a Preset to a Quick-Load slot.
-  Rename your Preset.
-  Mark as "Favorite".
-  Edit your Preset's Styles (tags)
-  Only your Preset's pattern (plugin state) will be loaded. Playbeat will use the already loaded samples.
-  This will load only the sounds of your Preset.
-  Delete Preset




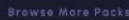


# Packs

Access your packs through the left column. The names of all imported packs will be visible under the "Packs" category. The selected pack's content will be visible in the middle column,

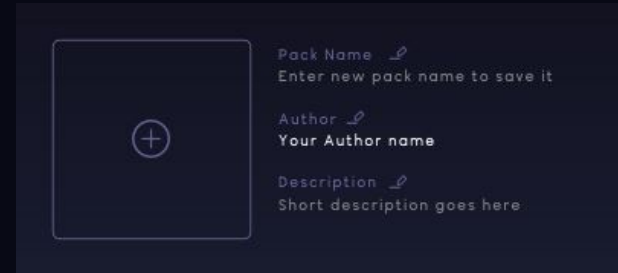



In this area, you can access your saved Packs, Create a new Pack, Import a Pack or Visit Audiomodern for more creative Packs.


-  **Export Pack:** Export your Pack to share them across devices. Packs created with desktop version can be used on iPad and vice versa.
-  **Delete Pack**
-  **Import Pack:** Browse the correct path on your HD to import your Playbeat Pack.
-  **Browse More Packs** This will take you to the Playbeat Packs' page on the Audiomodern site.

## Creating a Pack

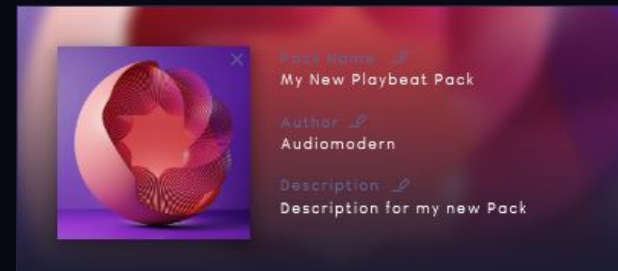
Click the "Create New Pack" button (left column).



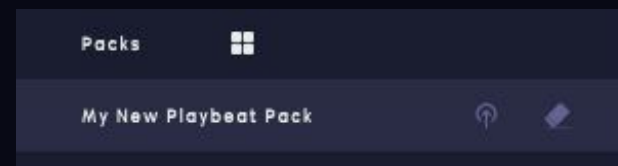
Click the pencil  buttons to set your preferred name to name your Pack, your Author name and your own Pack description.

Click  to add your own Artwork.

Here is an example:



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

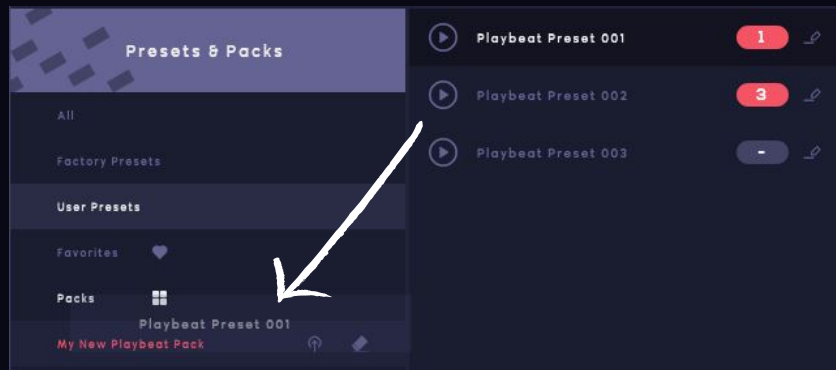


## Adding Presets to your Packs

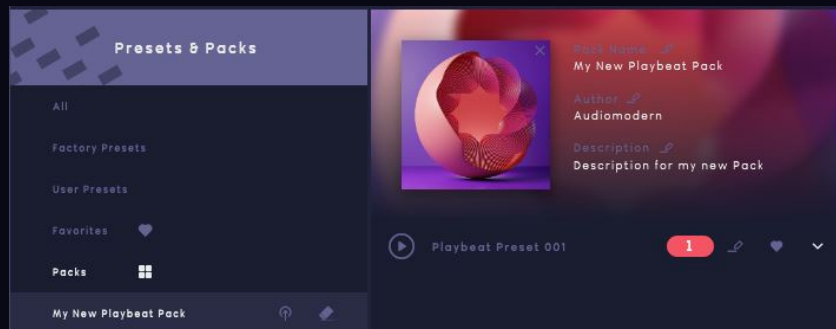
All your custom Presets will be visible through the "User Presets" folder.

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.

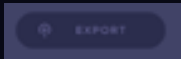


Click the name of your Pack to view the imported Presets:



# Export Audio & MIDI

Playbeat 3 allows you to export the Audio (WAV) or the MIDI files from your tracks. Click the Export button to enter the "Export" tab:



You can export the Audio or MIDI from each track individually, or from all tracks at once.

Export Audio

Export MIDI



Drag the Stems and drop them to your DAW or to any other location.


# 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

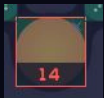
The basic process of pairing a physical control to a Playbeat parameter using MIDI Learn is extremely simple.

Click the 'MIDI' button: 

The controls that can be automated are highlighted. Select a parameter to be activated for the MIDI Learn mode:



Move a slider/knob on your MIDI Controller to associate it. Click 'Learn' to exit the MIDI Learn mode. The MIDI CC number of the associated control will be visible in Learn mode, as shown below:

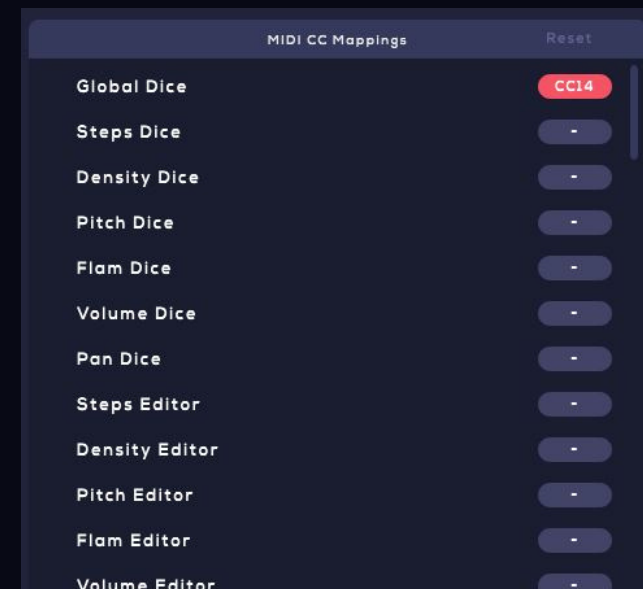


The control has now been associated to your MIDI Controller. Click the "MIDI" button again to exit the MIDI Learn mode.

## MIDI CC Mappings

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

By clicking the Top-right Settings (Gear) button, you can have access to the MIDI Mappings list. The MIDI Mappings list includes all parameters that can be automated and provides the option to associate a parameter to your MIDI Controller:

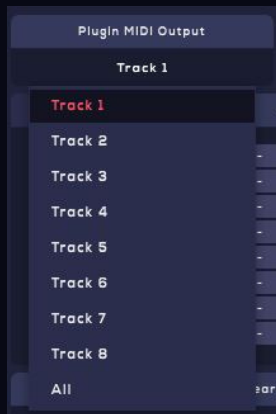


Scroll down to search your preferred parameters to be automated. Click "Reset" to clear all mappings.

# Settings

Click the "Settings" (gear) icon to enter the Settings tab. Playbeat can also be used as a MIDI Plugin, to send MIDI messages to any software or hardware. The "Settings" tab includes multiple options to adjust Playbeat's MIDI Outputs.

## 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.

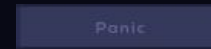
You can select between individual tracks, or ALL tracks to send MIDI messages simultaneously.

## Fixed Note Output



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.

## Panic



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

## 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.

**Recording Playbeat in Real-time**

# Live

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

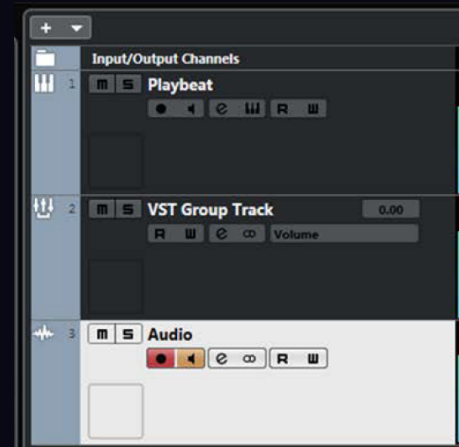


If you wish to record Playbeat's channels in separate audio tracks (multi-tracking), you may select each channel on the receiving Audio track input settings as shown below:



# 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)  
 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

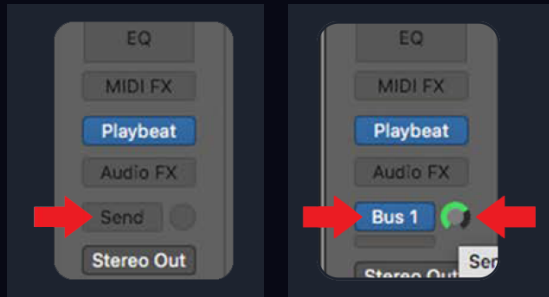


# Logic

1. Create a New Software Instrument Track and select Playbeat Stereo or Multi-track Output) to be loaded.

New Audio Track	⌘⌘A
New Software Instrument Track	⌘⌘S
New Drummer Track	⌘⌘U
New External MIDI Track	⌘⌘X

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.



# 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.



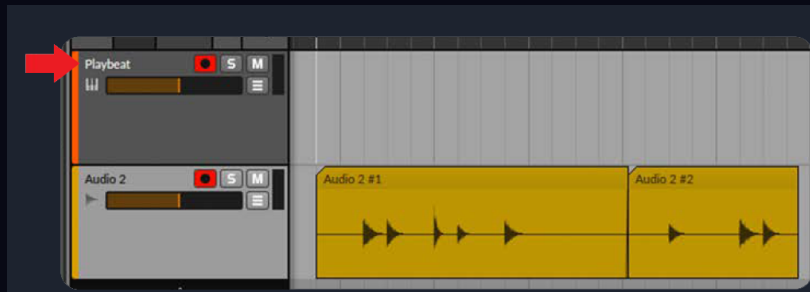
3. Create one new stereo audio track ( Playbeat Audio ). Make the INPUT of this new track "Bus 7-8" (or match it to the bus output of the Instrument track).

4. Click the Record button on the audio track and engage record on the Pro Tools transport

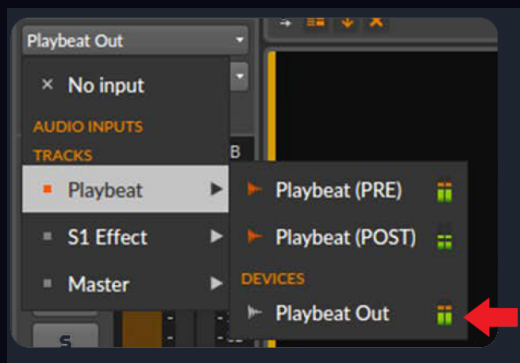


# Bitwig

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



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



# Studio One

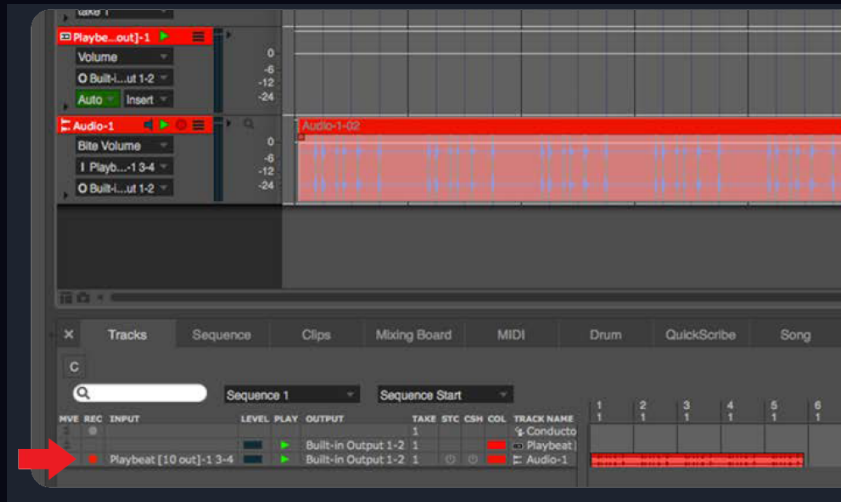
1. Load Playbeat to an Instrument Track ( Track 1 )  
2. Create a stereo audio track ( Track 2 )  
and on the Input section and select Instruments / Playbeat / Output  
as an Audio Input for that Track.



3. Arm, and Record.

# Digital Performer

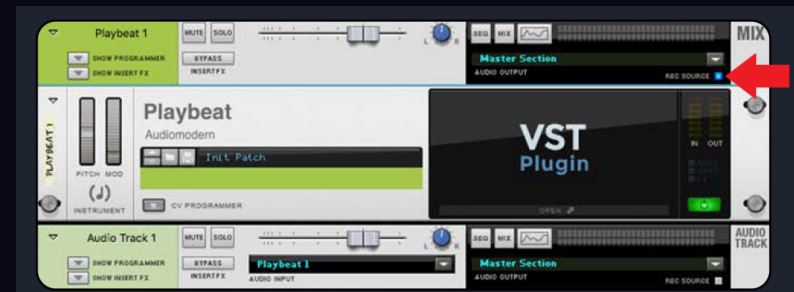
1. Load Playbeat to an Instrument Track ( 1st Track )
2. Create a stereo audio track ( 2nd Track ) and on the Input section and select Playbeat Output as an Audio Input for that Track.



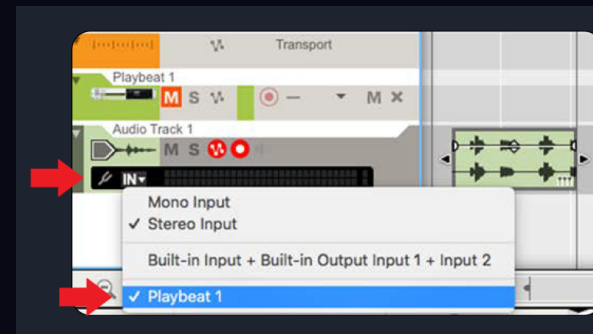
3. Arm, and Record.

# 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.

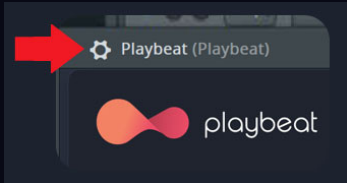


4. Select 'Playbeat' as Input source on the Audio Track. Arm and Record.



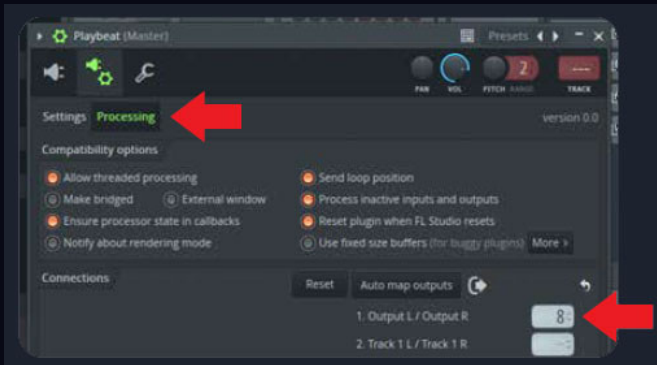
# FL Studio

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.



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