

# E2 player pro



## OPERATION MANUAL

## **ABOUT THIS MANUAL**

Screenshots included in this manual may differ from the actual product.

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# CREDITS

## **Toontrack Development Team:**

Concept development: Fredrik Ärletun, Daniel Dermes, Mattias Eklund, Nils Eriksson, Henrik Kjellberg, Rogue Marechal, Erik Phersson, John Rammelt, and Olof Westman.

Project Management: Erik Phersson

Configuration Manager: Rogue Marechal

Programming: Christoffer Lindmark, Olof Westman, Patrik Wall and Olof Hermansson

Wrapper Editing: Philippe Decuyper, Nils Eriksson, and Rogue Marechal

GM Extended map: Rogue Marechal

Graphic Artist: Fredrik Ärletun

Web Programming: Daniel Dermes

Manual written by: Rogue Marechal

Proofreading: Chuck Butler and Lisa Coley

Host walkthroughs: William Buck, Rogue Marechal and John Rammelt

## **Betatesters (to whom our undying gratitude goes):**

Kevin Afflack, John Alcock, Tony Artimisi, Damian Blunt, Bradley Bowden, John Braner, William Buck, Ray Campbell, John Christensen, Philippe Decuyper, Chaim Goldman, Scott Griggs, Brad Holland, Svein Hyttebakk, Martin Kristoffersson, Kenny Lee, Emmanuel Lorant, Keith Lubrant, Harry Maes, Murray McDowall, Dave Modisette, Wilfredo Nanita, Kirk Pennak, John Rammelt, Marcel Ritsema, Michael Sanfilipp, Conley Shepherd and Scott Sibley.

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# 1 - INTRODUCTION

## 1.1 Foreword

In the period since the release of *EZdrummer* in April 2006, many *Superior* users have requested MIDI functionality to expand the scope of their favourite drum sampler. *EZdrummer* users have also expressed a desire for functionality that goes beyond any developers current offering in terms of MIDI triggering management.

After much discussion on how to best achieve this goal, we set out to create what can be best described as the Swiss Army knife of drum samplers. The *EZplayer* concept was born.

*EZplayer pro* was thus designed with Toontrack customers in mind first, but also for anyone with more than one drum sampler in their arsenal and the specific need to convert between various sources of MIDI, complete with their idiosyncrasies. We also mean to address the legions of songwriters out there who find the unnecessary complexity of sequencing environments at their disposal uninspiring.

This is, quite obviously, an ambitious project. Both versions of *EZplayer* mark a new beginning for Toontrack Music in terms of developing products intended to enhance the functionality and usefulness of our core sampler lines in a way that plugs right in your workflow. We are therefore extremely proud to introduce *EZplayer pro*, a powerful MIDI organizer and songwriter friendly arranger, recorder and jammer.

We would like to thank all Toontrack customers for their loyalty and support in the 5 years of *Superior* and *EZdrummer* development, and would like to thank new users for their interest in *EZplayer* which we are confident is an introduction in style to our product line.

The Development Team  
 **TOONTRACK MUSIC**

## 1.2 What is EZplayer?

*EZplayer* is a MIDI organizer capable of driving any sound source that can be controlled by MIDI, including software drum samplers such as Toontrack *Superior* and *EZdrummer* but also any hardware drum machine you may have available. All it requires is a module (software or hardware instrument) capable of producing sounds from MIDI.

But this is not the sole purpose of this product. Not only can you organize and preview your MIDI library, no matter the content provider, but you can also construct a drum track in minutes by arranging grooves on the time line, directly in your sequencer's arrangement window!

*EZplayer pro* goes way beyond these solid foundations however and allows you to arrange, edit and trigger your grooves (and licks) in ways you may have never imagined were possible before, right inside the program, thanks to an intuitive built-in arranger. You can control your drum parts live down to their very heart-beat and dynamics and randomize your parts at every pass if you want to. You can transpose your licks and create polyrhythms effortlessly if that's what you're into. The sky really IS the limit!

This documentation assumes basic knowledge of operating your sequencer program and Your Favorite Drum Sampler (referred to in the rest of this manual as YFDS). It is imperative that you have a good grasp of MIDI routing as *EZplayer*; while a simple product in operation, relies on the host capabilities to provide the appropriate bridging between *EZplayer* and YFDS.

We have included instructions as detailed as possible for the major host programs available on the market, but your program's User Manual should be your first port of call if you experience difficulties implementing the required MIDI routing.

If you require further help, Toontrack advisers as well as seasoned users will be happy to assist via the dedicated forum at <http://www.toontrack.com/forum/> and of course email support is available for all registered users at <http://www.toontrack.com/support/>

## 2 - INSTALLATION

### 2.1 System Requirements\*

- Windows Vista or newer, Pentium IV / Athlon 1,8 GHz with 512MB RAM (32 and 64-bit versions of Windows are supported as per host application)
- Mac OS X 10.5 or higher, G5 or Intel processor with 512MB RAM (32 and 64-bit hosts are supported on the Mac Intel platform)
- A virtual drum sampler, hardware drum machine or MIDI capable sound module.



Recommended:

- Display capable of 1024x768
- A software sequencer or virtual instrument host
- sound card with ASIO or CoreAudio driver

\* the system requirements presented here may not meet your virtual sampler or hardware module requirements. Please refer to the relevant user's manual for details.

### 2.2 Installing EZplayer for Windows

Run the included *EZplayer Installer* and follow the instructions. Please ensure you are logged in as an Administrator and have no User Access Control restrictions enabled before proceeding (see your operating system's help files for details).

The plugin will be installed by default in the appropriate location for the currently installed host program. You should however verify that this is the case and perform a custom install to change the destination target if this is not adequate for your host program (see your host's manual for default plugin location).

To uninstall simply re-run the installer or use your operating system's removal facility.

### 2.3 Installing EZplayer for Macintosh

Run the included *EZplayer Installer* and follow the instructions. Please ensure you are logged in as an Administrator before proceeding.

The plugin will be installed in the default location for your operating system and should not be moved to remain available to all users and programs.

To uninstall simply run the *EZplayer Uninstaller* provided and select the components you wish to remove.

## 2.4 Authorizing EZplayer on your computer

The first time you access *EZplayer pro* from within your host program, you will be presented with the authorization screen. Simply follow the on-screen instructions:

**AUTHORIZATION**

**EZplayer pro is not authorized to run on this computer!**

1. Copy or write down this Computer ID ► MYCPU-UNIQUE-UID
2. Locate your serial number
3. Go to [www.toontrack.com/register](http://www.toontrack.com/register) and follow the instructions.
4. Paste your authorization code here ►

**AUTHORIZE**

Here is an overview of the online process to assist you:

- 1) Should this be your first Toontrack product, create a new user account at <http://www.toontrack.com/> and follow the procedure outlined there.
- 2) Go to <http://www.toontrack.com/register/> and log into your account. Click 'Register New Product'.
- 3) Enter the product **serial number** found on the packaging of the physical product or included with your electronic receipt if this is a download purchase.
- 4) Type in the **Computer ID** exactly as shown in the program interface when requested to do so and add a short description to help identify the computer.
- 5) Complete the process to obtain the Authorization Code. You will receive a confirmation by email with all the relevant details for your records. Type in the code or paste it in the box shown in green in the screenshot above.

You will be greeted with a congratulations message to confirm the product has been authorized successfully.

Should Authorization fail, please first make sure the computer ID displayed in the Authorization Screen indeed matches the one you used to generate your code. Please also review the Authorization FAQ located at <http://www.toontrack.com/faq/>

If the problem remains unresolved after this, please contact support using the above URL, making sure to include your serial number, Computer ID, and a detailed description of the issue so our support advisers may help you as efficiently as possible.

## 2.5 Adding MIDI content

For *EZplayer* to be of any use you will of course need MIDI files to browse and organize.

We have included a variety of drum grooves to get you started. This collection was specifically developed for Toontrack Music lines of drum samplers but can nonetheless be used to trigger YFDS thanks to *EZplayer's* Map wrapping capabilities.

Adding content to *EZplayer* is extremely straightforward:

- 1) locate the MIDI files you would like to add on your hard drive or download them from the Internet\*
- 2) drag the folder directly inside the *EZplayer* User Interface.
- 3) in the ensuing dialogue, specify a name for the “mount point”
- 4) select the appropriate format (or ‘Thru’ if unavailable)

Alternatively you can select the ‘Add path’ entry in the top left corner Menu and navigate your hard drive to the same effect. This latter method can be useful if your operating system or host forbids direct drag and drop to *EZplayer*:

Note that you should ensure the anchor folders (the folders containing the MIDI files) remain in their location once added to *EZplayer*: **Do not rename or move them on your hard drive.** Their content, including subfolders can however be rearranged at will at any time.

[Tips] You may remove or edit a browser entry by Right <sup>PC</sup> clicking / Control <sup>MAC</sup> clicking it at any time. Double clicking it will reveal it in the Finder/Explorer.

*EZplayer pro* users should refer to chapter 6 for additional mount points properties and their usage.

\* Free content for all *EZplayer* customers is available by selecting ‘Download Free MIDI’ from the Help menu located in the top right corner of the interface. The ‘Content Providers’ link will also give you instant access to hundreds of new MIDI files to add to your *EZplayer* courtesy of Toontrack Music selected partners.



## 3 - Quickstart Guide

### 3.1 Interface Overview

After inserting *EZplayer* into your host application (see Appendix section for help) you will be presented with the User Interface as per the screenshot below:



The *EZplayer pro* window is divided into two distinct sections, the *Browser* at the top and the *Arranger* at the bottom.

You can toggle between hiding the *Browser* and displaying it by pressing the  button. You can also drag between the two sections and adjust it to your preference:

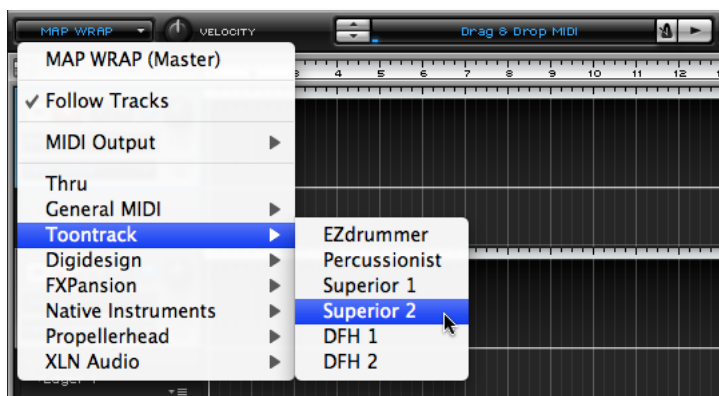


### 3.2 Selecting a sound source

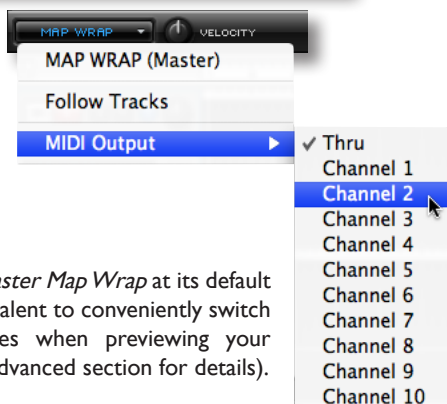
It is very important to understand that **EZplayer will not produce sound by itself**. Instead it will pass on MIDI information to the host, and the latter will take care of routing it to YFDS (or hardware sound module) which will be solely providing playback of this information.

Before you start working on that killer song of yours, you should therefore tell *EZplayer* what sound source you will be using as well as route its output in an appropriate manner in your host so that the MIDI bridge is functional. If you require help setting up your host, see the appendix section at the back of this manual.

Once you have confirmed that the MIDI bridge is functional, click on the *Map Wrap* dropdown menu just underneath the browser and select the appropriate format:



If YFDS is set in your host to receive MIDI on a particular channel, as would be typical in a multi-track environment, you should also force *EZplayer* to assign the MIDI information to the relevant channel using the *MIDI Output* selection:



Alternatively you can leave the *Master Map Wrap* at its default and use the *Arranger* tracks equivalent to conveniently switch between different sound sources when previewing your grooves using the *Browser* (see Advanced section for details).

### 3.3 Auditioning grooves

Once the connection to the desired sound source is established, finding the perfect groove could not be any easier. Simply navigate the *Browser* to uncover the perfect groove. Remember that what you are auditioning are MIDI files, not audio loops.

This means that at no point are you committing to the sound source currently chosen to preview the groove. In addition a close match can always be edited to fit exactly what you have in mind so there's no need to waste more time than necessary trying to find that perfect groove that you may or may not have in your library.

Still, with *EZplayer* it is so convenient to preview grooves that browsing the library randomly may actually spark your inspiration. Press Play in *EZplayer* as well as your sequencer and, you will be able to audition all your grooves in the context of the song, at the right tempo!

You can even get instant access to half-time or double-time variations of the groove by engaging the appropriate time factor: 

If you prefer to evaluate grooves suitability at a different tempo than the current project (for example, because you just thought of a new riff there and then and now want to jam) you can easily uncouple *EZplayer* from the host tempo by clicking  once and double clicking the bpm field to its left. Press it again to re-link playback to the project tempo.

To round up the extensive previewing capabilities of *EZplayer*, it is also worth noting that *EZplayer* lets you listen to any MIDI at the internal tempo of the file, usually the tempo that best preserves the part's original feel, swing and groove. Press the  button to enter this mode: 

[Tips] Right clicking <sup>PC</sup> / Control clicking <sup>MAC</sup> a groove will toggle the Play button. In addition to clicking on grooves while the Play button is engaged you can also use the navigation controls situated to the left of the groove display, just below the *Browser*.

If you would rather listen to one groove at a time without repeating it over and over again you may also double click its name and *EZplayer* will play it a single time then stop. This can be invaluable to assess start and end points of a groove. A position indicator is also provided to assist you in this process.

### 3.4 Changing the dynamics

One aspect of *EZplayer* that we are sure you will come to love is the ability to adapt the dynamics of a groove to fit the song and/or other grooves already selected for inclusion in your song.

It is indeed unrealistic to expect all MIDI content to be calibrated against an elusive reference so you will often come to a point where mixing grooves from library A with library B will result in unnatural transitions.

Also, you may simply just want a particular groove to be a lot more subtle than originally intended, or you may want to create a build-up by progressively tweaking the dynamics of a fill you've constructed by placing multiple copies of a MIDI clip one after the other.



In all the above cases, simply twist the Velocity knob until the desired effect is achieved, softer to the left and harder to the right.

### 3.5 Building a drum track

Once you have found a groove that you like, drag it into your host on the track assigned to the relevant instrument.

It is as easy as that!



[Tips] You may also drag grooves from the *Browser* information panel to incorporate the groove whose name is currently shown into your project.

Alternatively to dragging to your host you can explore *EZplayer pro's* impressive arranging and editing capabilities. The adventure starts in the next chapter!

## 4. Fast Track Songwriting

### 4.1 The Multi-track Arranger

Up until now we have presented *EZplayer* as a tool designed to audition and manage MIDI files but that's just a small part of what it has to offer. Thanks to an intuitive integrated MIDI arranger, *EZplayer pro* can be used as a powerful songwriting tool.



As already mentioned, the lower part of the *EZplayer pro* interface is called the *Arranger* and is essentially a multi-track sequencer with arranging capabilities. To use it you really do not need a lot of experience using what is commonly referred to as a 'Digital Audio Workstation' or DAW.

With *EZplayer pro* all you need to know is that what you hear is what you get and it doesn't matter what happens behind the scene. No complicated MIDI knowledge is required, you can get straight on with songwriting with no superfluous baggage imposed by the software.

For example you can drag and drop different drum patterns from the *Browser* into a track, then play them back in order, from start to finish. It really is that simple! You can have as many tracks as you like, and you can create new ones easily, with unlimited layers slaved to them if you want to. It really is that flexible!



You can audition any track on its own by pressing the Play button next to it on the left hand side or you can play them all at once by pressing the "Global Play" button located in the bottom left corner of the interface. It's so intuitive!



You can also get instant access to key track information by holding down **ⓘ** and changing the track's settings from the contextual menu **⋮**. It really is a new way to write songs!

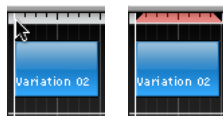
## 4.2 Tracks and layers

You can organize your arrangement using tracks and layers. Tracks are exactly what you'd expect them to be, a component of the song allowing the musical arrangement to evolve throughout the song. Layers can be thought of as alternative parts that you can use in specific places or randomize at every pass.

Layers and their usage will be touched upon later on in this manual but for now let's describe the track controls in more detail to give you a comprehensive overview of what you can do with them!

As mentioned in the previous paragraph tracks can be triggered independently from one another using the “Track Play” buttons (or using an external controller; see chapter 6 for details). Familiar controls such as ‘solo’ and ‘mute’ can obviously assist you in arranging the sequences or “clips” on the timeline.

You can also set loop points for each track to delimit what portion of a track you would like repeated, whether it's to fine tune the part using the editing tools available in *EZplayer pro* or to lay as foundation for the song. Simply drag across the timeline above the clips you would like to repeat. To take the track out of loop mode, Right <sup>PC</sup> / Control <sup>MAC</sup> click in the timeline or it to collapse.



The great power of *EZplayer pro* is that each track can drive an instrument in your host independently from any others. Just use a distinct *MIDI Output* channel and specify the appropriate mapping in the *Track Map Wrap* (refer to chapter 3, Selecting a Sound Source for further details).

[TIPS] Please assign a couple of tracks to different instruments in your host now to ensure you understand the concept of routing to different MIDI channels.

Naming your tracks to help identify their content (such as “Shakers”), the instrument they are intended for (say “EZdrummer”), or their role in your song (“bridge” or “fills” for example), is time well spent. Click in the Track name field and type what you desire.

Once that is done, you will notice that if the *Master Map Wrap* just below the *Browser* is set to its default of ‘Follow Tracks’ (set it now if that's not already the case), the groove highlighted in the *Browser* will automatically trigger the instrument assigned to the track selected in the *Arranger*. This is a convenient way to choose your building blocks without having to constantly switch channel and wrapper in the *Master Map Wrap*.

Staying on familiar territory, notice that every track has its own ‘velocity’ knob to allow you to modify the track's dynamics, again softer to the left, harder to the right.

### 4.3 Accessing Kit Pieces

In addition to auditioning your MIDI files as indivisible parts, *EZplayer pro* can intelligently extract and split percussive MIDI files into kit pieces for example to separate kick, snare, hats from a groove or your bongos from your shakers.

This means that you can now, and for the first time, easily and effortlessly combine elements from different MIDI files to form exciting new beats to add to your musical creations. The possibilities are endless!

To access kit pieces, navigate your library to a groove that contains the ‘kit pieces’ that you’d like to use.

Note that this feature is not restricted to the MIDI supplied with this product and will work with any percussive MIDI files that you add as long as you select a source mapping in the import dialogue (see chapter 5 for details).



Once you have found parts that you would like to use in isolation or recombine to form a new groove, simply drag them into your host or to the *EZplayer pro Arranger*.

[Tips] Multiple kit pieces can be selected by Option <sup>PC</sup> clicking / Command <sup>MAC</sup> clicking them. Note that by default kit pieces are inserted on separate layers on the target track in the *Arranger*. If you prefer them to be fused into a single part choose the ‘Merge Kit Pieces’ option from the Menu in the top left corner of the interface.

## 4.4 Manipulating Clips

Moving and copying clips on the time line is straightforward. “Rubber band” select the clips you want to relocate and drag them to the correct position. By holding down the Control <sup>PC</sup> / Command <sup>MAC</sup> key you can duplicate the clip(s).

Note that the above works for time shifting parts on a given track or to rearrange clips between tracks. Just drag to a different track with the default ‘select’ tool  to relocate them there.

To resize the beginning or the end of a groove use the ‘resize’ tool: . Note that if you resize beyond the clip’s original length the tool will automatically behave like a repeater, before or after the original.

To delete a clip use the ‘Delete’ tool  or Right <sup>PC</sup> / Control <sup>MAC</sup> the clip and select ‘delete’.

If you want to undo or redo the changes you’ve made click  and  respectively.

[Tips] When moving clips around, the default action is to replace clips currently occupying the target location. By changing the *Arranger* mode to ‘insert’ you can displace all clips (or sections of clips) to the right instead.



To split a clip at the point indicated by the playhead (the white line that moves around the screen during playback), Right <sup>PC</sup> / Control <sup>MAC</sup> click the clip and select ‘Split at Playhead’. To position the Playhead, click at the desired location in the track ruler just above the clips. Double click this area to start playback.

By default, clips snap to beat positions to ensure your music stays in time. But you can freely move the clips around by turning ‘Snap to Grid’ off in the track contextual menu. We will cover grid options and track syncing in more details at the end of this chapter.

Clips can of course be renamed. Right <sup>PC</sup> / Control <sup>MAC</sup> the clip and select ‘Rename’ and type in the new name in the ensuing dialogue. One nifty trick you will no doubt rely heavily on is the library anchor shortcut that allows you to return to the original clip in the *Browser*; be it to refer to the original groove or drag more copies of it (or the kit pieces it is composed of): Just SHIFT click the clip to instantly reveal it in your library!

## 4.5 Editing Clips

Editing clips in the *Arranger* can be performed in a number of useful and musical ways to yield the exact pattern wanted.

Trying to edit your grooves to add accents or extra notes can be tricky some of the time, especially if you have little experience programming drums. With *EZplayer pro* however you can drop accents in with a simple click.

Just select the 'Accent' tool  (click hold to select the type of accent desired) and click on the clip and location you would like to accent. If you want to move the accent to a different location at any point just drag it in time. To delete click on it with the SHIFT key held down.

You can also transpose it later on, to repurpose it or try new things. As an example you might want to create some tension with a well placed rim shot instead of a regular snare hit. The accent definition is always available at the bottom of the *Arranger*.



For example a kick will always be on note 36\* regardless of the particular sampler currently mapped to the track. Notice that the velocity (hardness) of the accent can be modified individually too.

But that's not all! The 'Transpose' feature allows you to transpose not only accents but also selected clips up or down. Great for changing the sound of a groove from one drum to another. Experiment with kit pieces or complete grooves and you may find some completely unexpected rhythms!

And the same goes for the velocity control. Remember when we introduced the *Browser* in chapter 3 and suggested creating build-ups? Well here is your chance to try it for yourself: drag a suitable one- or two- beats fill to a track and repeat it four times with the 'resize' tool. Then select each copy one after the other and increase the velocity slightly compared to the previous one. Terrific!

The last tool to introduce is 'Time-Stretch' tool: 

Think of it as a similar control to the half time / double time buttons located underneath the *Browser* except that you have complete control over the factorial applied so you can not only 'slow down' or 'speed up' but also create compound patterns effortlessly.

\* A chart with common notes information can be found at the end of this manual but quite obviously your ears will be the judge of what is musically interesting. Learning the note correspondence is useful but is by no means a requirement.

## 4.6 Grid Options and Track properties

Now is the perfect time to introduce the track's 'Time Signature', located in the bottom right hand corner of the *EZplayer pro* interface, which changes the time signature for the individual track. That's right! You can have multiple time signatures in the *Arranger* to create some interesting polyrhythms.

Regardless of time signature you will probably find it useful to have different grid references for different tracks, in order to force notes to snap to a particular bar division.

The track's properties can be defined by accessing its contextual menu:



Most of the options you can find here are self-explanatory.

Define the grid layout by selecting the appropriate value in the 'Grid' submenu. 'Snap to Grid' constrains the clips and accents to the chosen grid resolution. Add, copy, cut and paste between tracks to propagate these settings.

What may be more of a mystery at this stage however is the 'Sync at' value. This aspect of a track as well as the Learn capabilities of *EZplayer pro* will be the subject of a later chapter; but to finish off on the subject of Track properties let's take a closer look at the other settings located under the submenu of the same name, Auto-Rewind, Loop, and Stop at release.

'Auto Rewind', applied by default, ensures that the playhead for this track returns to the beginning of the sequence once the end of track has been reached. If you would also like the track to continue playing from that point on, select 'Loop' and the entire track will loop continuously until stopped.

'Stop at release' is more of a live performance control but in essence it lets you playback a track for as long as the key it is mapped to is pressed down (see next chapter for details on how to map tracks to a hardware controller).

[TIPS] Besides Track properties, you can also copy the clips and accents (referred to more generically as 'Contents') from one track to one or more target tracks, independently from the track settings or together with them.

Track looping ('Loop') and user-defined loop locators are obviously mutually exclusive. Dragging across in the timeline will take the track off looping mode.

## 5. Performing Live

### 5.1 Syncing tracks to play in time

*EZplayer pro* was designed from the ground up to be performer friendly. It will therefore come as no surprise that we have included some powerful features allowing you to trigger your tracks as and when required in the most convenient possible way.

The first of such features is the 'Sync at' track property mentioned in the previous chapter. Essentially this function ensures that your tracks always sync properly so that no matter when you trigger a track all of the parts play in time.

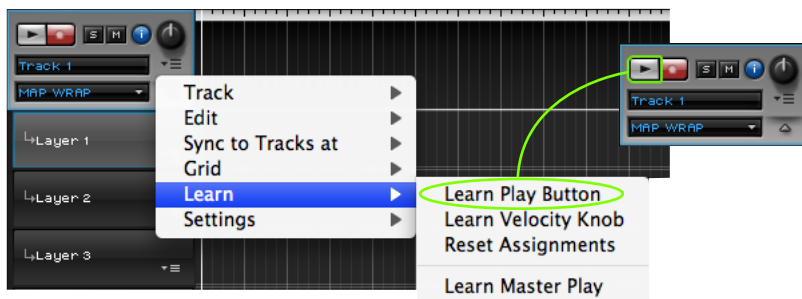
By setting the 'sync to tracks at' value to the desired bar division value it allows you to play your tracks without worrying about the exact timing of your performance to a degree, leaving you free to create interesting layering that remains musical.

Should you prefer however, you can disable this feature by selecting 'Immediate' as a value. You will notice that *EZplayer pro* won't thereafter force playback of your tracks in sync, but will instead play the track to your desired timing. Varying the 'sync at' values on different tracks can offer you multiple creative possibilities when assembling your music, so feel free to experiment.

### 5.2 MIDI learn

Another revolutionary feature of *EZplayer pro* is the ability to trigger and control sequences live from a MIDI hardware controller.

Mapping your tracks to such a controller is called "MIDI learning" and is quite straightforward: Simply choose 'Learn Play Button' from the Track Learn submenu as shown below:



Notice that the Play button turns green, indicating that you are ready to assign the track to the MIDI controller. Press a key on your keyboard or controller pad.

You can also assign the Track velocity knobs to any standard MIDI controller such as a mod wheel, or specialist controller capable of sending continuous controller data otherwise referred to as CC data (please refer to the MIDI implementation chart for your hardware controller unit).

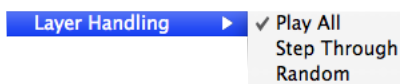
To do so repeat the procedure above choosing 'Learn Velocity Knob' from the track menu. Move a knob on your MIDI controller and you're set: you can now remotely control *EZplayer pro* from your MIDI keyboard.

[TIPS] You can Auto-Assign up to the first 16 tracks of your arrangement with one click. Check the 'Auto-Assign Tracks to MIDI' from the program's main menu in the top left corner of the interface. Once selected, your tracks will be assigned as follows:  
Track 1 to note number 1 (C# -2), associated velocity controlled by CC01 (modulation)  
Track 2 to note number 2 (D -2), associated velocity controlled by CC02 (breath ctrl)  
and so forth.

### 5.3 Randomizing parts

Now let's turn our attention to one of the most exciting features *EZplayer pro* has to offer: user-defined layer playback or total randomization of parts.

Using the 'Layer Handling' track property, you can build variation in your tracks and surprise your audience with no tedious programming on your part:



- 'Play All' is the default and will playback all layers the same time.
- 'Step Through' will play through each layer sequentially with each pass soloing the next one in the order they have been laid out in.
- 'Random' is exactly what you'd expect: even you won't know what's next!

This feature can be invaluable on a track where you want variable fills inserted here and there as transition between parts of your song, or complete megalomaniacal solo drum parts to interact with another instrument.

[TIPS] Combining features like the previously mentioned "Sync at" with 'Random' layer handling and live triggering can offer you endless possibilities.

## 6. Managing your library

### 6.1 Importing MIDI files

We have already described the procedure to add new MIDI files to your library by dragging and dropping from the Finder / Windows Explorer or 'Add Path' menu entry.

In this section, we would like to offer further detail of the various mount point properties that can be specified to better identify the MIDI being added to *EZplayer pro*:



- 'Instrument type' allows you to categorize your MIDI files. Currently, it specifically allows you to distinguish between drums, percussion and melodic material.
- 'Source mapping' is by far the most important mount point property as it ensures *EZplayer pro* plays the right sounds. You should make sure it matches the internal format of the MIDI files, typically identified by the sampler they were programmed for. If in doubt, 'GM Drums' under 'General MIDI' should in most cases yield correct results.
- 'Kit pieces' definitions are what allow *EZplayer pro* to extract kit pieces from grooves. In most cases you will not be allowed to change the default selection except where a format specific to Toontrack Music's own line of samplers has been selected.
- 'Hi-hat CC' is only relevant for Drum grooves and will be taken advantage of by *EZplayer pro* where appropriate. CC04 should be chosen in most cases.

[TIPS] It is worth noting that some host applications will also allow you to drag MIDI sequences directly from their arrangement page and tracks to the *EZplayer pro*'s Browser.

Remember that you can edit mount point properties at any point by Right <sup>PC</sup> clicking / Control <sup>MAC</sup> clicking it.

## 6.2 Exporting MIDI files

*EZplayer pro* allows you to export MIDI files in a number of ways. You already know that you can drag and drop files from the *Browser* directly into your host, but the same applies to any selection made in the *Arranger*.

Here is an overview of the various export possibilities at a glance:

- Drag a groove from the *Browser* into your host
- Drag a groove from the *Browser* to your desktop
- “Rubber band” select clips on a track and drag into your host
- “Rubber band” select clips on a track and drag to your desktop
- “Rubber band” select clips on a track and drag back into the *EZplayer’s Browser*
- Fuse several tracks into a single part to export using any of the above

This last facility requires explaining. You might have noticed that every track has a Record button . By engaging it on a track you are in effect arming the track and setting it as target for the recording.

The Record button controlling the *Arranger* as a whole is located at the bottom of the interface and this lets you record MIDI input on the track or tracks armed previously. Simply activate Record, and start playback in either the *Browser* or the *Arranger*.

Once you’ve assembled the perfect take you can save it back into the *Browser* or into your host as a consolidated performance.

[TIPS] The data recorded on the tracks includes currently playing tracks as well as live stream from the host sequencer. This means that while the recording is in progress, you can action the velocity knob on the tracks to record dynamic changes, from the *EZplayer pro* interface or using a pre-configured hardware controller!

# Appendix

## A- Setting up Ableton Live

*EZplayer* requires Ableton Live version 5 or later (previous versions do not support key functionality necessary for operations).

Before you start, you should make sure that you are familiar with how to operate Virtual Instruments in your host and that you have a copy of YFDS (Your Favourite Drum Sampler) configured for Audio and MIDI playback.

1) Inserting the plugin:

- Open the Live Plug-in Device Browser
- Drag the *EZplayer* to a MIDI track or the Device Drop area

2) Setting up:

- Create a MIDI track with YFDS instantiated on
- Set its 'MIDI from' Input type to the MIDI track where you have dropped *EZplayer*
- Set the Input channel to '*EZplayer*'
- Record-arm the MIDI track with YFDS
- In *EZplayer*, choose the appropriate MIDI Output format for YFDS
- Select a groove in *EZplayer* and press Play

3) Building a drum track:

- Once you have found the right groove, simply drag and drop the MIDI file to the MIDI track with YFDS in the Arrangement View or Clip Slot
- Add additional grooves from *EZplayer* to create your new drum track

## B- Setting up Apple GarageBand

*EZplayer* requires GarageBand version 3 or later (previous versions do not support key functionality necessary for operations).

Before you start, you should make sure that you are familiar with how to operate Virtual Instruments in your host and that you have a copy of YFDS (Your Favourite Drum Sampler) configured for Audio and MIDI playback.

1) Inserting the plugin:

- Insert the *EZplayer* plugin as an 'Instrument Generator' on a track

2) Setting up:

- Create a Software Instrument Track with YFDS instantiated on
- In *EZplayer*, choose the appropriate MIDI Output format for YFDS
- Select a groove in *EZplayer* and press Play
- Record-arm the Instrument Track YFDS is inserted on by clicking on it

3) Building a drum track:

- Once you have found the right groove, simply drag and drop the MIDI file to the Instrument Track with YFDS on
- Add additional grooves from *EZplayer* to create your new drum track

## C- Setting up Apple Logic

*EZplayer* requires Logic version 7 or later (previous versions do not support key functionality necessary for operations).

Before you start, you should make sure that you are familiar with how to operate Virtual Instruments in your host and that you have a copy of YFDS (Your Favourite Drum Sampler) configured for Audio and MIDI playback.

1) Inserting the plugin:

- Insert *EZplayer* on an Audio Instrument track

2) Setting up:

- Insert YFDS on an Audio Instrument track

At this point you will be able to drive YFDS with *EZplayer* but you will also trigger any MIDI instrument that you happen to record-arm. You therefore need to perform the following for additional flexibility:

- Open the Logic Environment
- Copy paste YFDS Instrument track to the 'Click and Ports' layer
- Still in the 'Click and Ports' layer, create a 'Channel Splitter' object
- Connect the *EZplayer* entry of the 'Physical Input' to the Channel Splitter
- Connect Ch10 of the 'Channel Splitter' to the Instrument track with YFDS on (the other channels can be used for additional sound sources you wish to drive)

then

- In *EZplayer*, choose the appropriate MIDI Output format for YFDS
- Set the channel Map Wrap 'MIDI Redirect' to channel 10
- Select a groove in *EZplayer* and press Play

3) Building a drum track:

- Once you have found the right groove, simply drag and drop the MIDI file to the Instrument track with YFDS in the Arrangement Window
- Add additional grooves from *EZplayer* to create your new drum track

## D- Setting up Cakewalk Sonar

*EZplayer* requires Sonar version 5 or later (previous versions do not support key functionality necessary for operations).

Before you start, you should make sure that you are familiar with how to operate Virtual Instruments in your host and that you have a copy of YFDS (Your Favourite Drum Sampler) configured for Audio and MIDI playback.

### 1) Inserting the plugin:

- Open the Synth Rack and insert *EZplayer* as a VST
- Make sure you select the 'First Synth Output' option
- Still in the Property box enable MIDI Output

### 2) Setting up:

- Insert YFDS, complete with Audio Outputs and Source MIDI track
- Set the Input of the MIDI track assigned to YFDS to *EZplayer*
- Ensure that Input Echo Monitoring is enabled as appropriate
- In *EZplayer*, choose the appropriate MIDI Output format for YFDS
- Select a groove in *EZplayer* and press Play

### 3) Building a drum track:

- Once you have found the right groove, simply drag and drop the MIDI file to the MIDI track with YFDS in the Arrangement View
- Add additional grooves from *EZplayer* to create your new drum track

## E- Setting up Cockos Reaper

*EZplayer* requires Reaper version 2.2 or later (previous versions do not support key functionality necessary for operations).

Before you start, you should make sure that you are familiar with how to operate Virtual Instruments in your host and that you have a copy of YFDS (Your Favourite Drum Sampler) configured for Audio and MIDI playback.

### 1) Configuring Reaper:

- Go to Reaper's Options > Preferences > Audio > Playback tab and make sure that 'Run FX when stopped' is enabled.

### 2) Inserting the plugins:

- Open the Reaper's FX Browser (click on Track FX icon).
- Click on VSTi tab and drag the *EZplayer* plugin to the track FX icon.
- Drag YFDS to the same track FX icon (it should always be after *EZplayer* in the FX chain)

### 3) Setting up:

- In *EZplayer*, choose the appropriate MIDI Output format for YFDS
- Select a groove in *EZplayer* and press Play

### 4) Building a drum track:

- Once you have found the right groove, simply drag and drop the MIDI file to the *EZplayer*/YFDS track in Reaper
- Click and drag either edge of your new MIDI clip to create a repeatable loop
- Add additional grooves from *EZplayer* to create your new drum track

## F- Setting up Digidesign ProTools

*EZplayer* requires Pro Tools version 7.3 or later (previous versions do not support key functionality necessary for operations).

Before you start, you should make sure that you are familiar with how to operate Virtual Instruments in Pro Tools and that you have a copy of YFDS (Your Favourite Drum Sampler) configured for Audio and MIDI playback.

### 1) Inserting the plugin:

- Insert the *EZplayer* plugin on a Mono Instrument Track

### 2) Setting up:

- Create an Instrument Track with YFDS instantiated on
- Enable the 'Instruments' section view (lower left corner of the mixer window)
- At the top of the Pro Tools mixer, access the MIDI I/O for the Instrument Tracks
- Set the MIDI Input of your YFDS Instrument Track to '*EZplayer*'
- Record-arm the Instrument Track YFDS is inserted on
- In *EZplayer*, choose the appropriate MIDI Output format for YFDS
- Select a groove in *EZplayer* and press Play

### 3) Building a drum track:

- Once you have found the right groove, simply drag and drop the MIDI file to the Instrument Track with YFDS on in the ProTools Edit window
- Add additional grooves from *EZplayer* to create your new drum track

## G- Setting up Image-Line Fruity Loops

*EZplayer* requires Fruity Loops version 5 or later (previous versions do not support key functionality necessary for operations).

Before you start, you should make sure that you are familiar with how to operate Virtual Instruments in your host and that you have a copy of YFDS (Your Favourite Drum Sampler) configured for Audio and MIDI playback.

1) Inserting the plugin:

- Go to 'CHANNELS', 'Add one...' and select *EZplayer* in the list

2) Setting up:

- Go to 'CHANNELS', 'Add one...' and select YFDS in the list
- Make sure the 'Show MIDI input port' is selected in the plugin window menu
- Set the port number in the upper right corner of the YFDS plugin window to e.g. '10'
- In the *EZplayer* plugin window, make sure the 'Show MIDI output port' is selected and set the output port to the same port number as YFDS
- In *EZplayer* choose the appropriate MIDI Output format for YFDS
- Select a groove in *EZplayer* and press Play

3) Building a drum track:

- Once you have found the right groove, simply drag and drop the MIDI file onto the YFDS Channel, click 'OK' and it will be imported to the selected Pattern
- To add additional grooves from *EZplayer*, select a new empty Pattern in the Playlist and repeat the procedure

## H- Setting up Mackie Traktion

*EZplayer* requires Traktion version 2 or later (previous versions do not support key functionality necessary for operations).

Before you start, you should make sure that you are familiar with how to operate Virtual Instruments in your host and that you have a copy of YFDS (Your Favourite Drum Sampler) configured for Audio and MIDI playback.

1) Inserting the plugin:

- insert *EZplayer* as a filter on a new track

2) Setting up:

- Insert YFDS as a new filter on a separate track
- Select the *EZplayer* track and change its properties so the destination output is the track where you inserted YFDS
- In *EZplayer*, choose the appropriate MIDI Output format for YFDS
- Select a groove in *EZplayer* and press Play

3) Building a drum track:

- Once you have found the right groove, simply drag and drop the MIDI file to the MIDI track with YFDS in the Arrangement View
- Add additional grooves from *EZplayer* to create your new drum track

## I- Setting up Magix Samplitude

*EZplayer* requires Samplitude version 8 or later (previous versions do not support key functionality necessary for operation).

Before you start, you should make sure that you are familiar with how to operate Virtual Instruments in your host and that you have a copy of YFDS (Your Favourite Drum Sampler) configured for Audio and MIDI playback.

### 1) Inserting the plugin:

- Add *EZplayer* as a 'Multi-Channel' VSTi capable of sending MIDI
- In the plugin window, select the 'MIDI Out' option from the Plugin menu

### 2) Setting up:

- Add YFDS as a VSTi to the project
- Add a MIDI track to the project
- In the MIDI options for the track, choose 'VST MIDI Out - recording'
- In *EZplayer*, choose the appropriate MIDI Output format for YFDS
- Select a groove in *EZplayer* and press Play

### 3) Building a drum track:

- Once you have found the right groove, simply drag and drop the MIDI file to the MIDI track with YFDS in your Arrangement
- Add additional grooves from *EZplayer* to create your new drum track

## J- Setting up MOTU Digital Performer

*EZplayer* requires Digital Performer version 4.6 or later (previous versions do not support key functionality necessary for operation).

Before you start, you should make sure that you are familiar with how to operate Virtual Instruments in your host and that you have a copy of YFDS (Your Favourite Drum Sampler) configured for Audio and MIDI playback.

### 1) Inserting the plugin:

- Add an Instrument track with *EZplayer* instantiated on to the Project

### 2) Setting up:

- Add an Instrument track with YFDS instantiated on to the project
- Add a MIDI track to the project
- Set the Output of the MIDI track to YFDS
- Record-arm the MIDI track with YFDS
- In *EZplayer*, choose the appropriate MIDI Output format for YFDS
- Select a groove in *EZplayer* and press Play

### 3) Building a drum track:

- Once you have found the right groove, simply drag and drop the MIDI file to the MIDI track with YFDS in your Arrangement
- Add additional grooves from *EZplayer* to create your new drum track

## K- Setting up Sony Acid

*EZplayer* requires Sony Acid 6 or later (previous versions do not support key functionality necessary for operations).

Before you start, you should make sure that you are familiar with how to operate Virtual Instruments in your host and that you have a copy of YFDS (Your Favourite Drum Sampler) configured for Audio and MIDI playback.

### 1) Inserting the plugin:

- In the Acid Mixer choose 'Insert Soft Synth'
- Choose *EZplayer* in the list

### 2) Setting up:

- Insert YFDS in the project as described above
- Create a MIDI track and set the Output to YFDS
- Set the Input of this MIDI track to *EZplayer*
- In *EZplayer*, choose the appropriate MIDI Output format for YFDS
- Select a groove in *EZplayer* and press Play

### 3) Building a drum track:

- Once you have found the right groove, simply drag and drop the MIDI file to the MIDI track assigned to YFDS in your Arrangement
- Add additional grooves from *EZplayer* to create your new drum track

## L- Setting up Steinberg Cubase/Nuendo

*EZplayer* requires Cubase SX2 / Nuendo 2 or later (previous versions do not support key functionality necessary for operations).

Before you start, you should make sure that you are familiar with how to operate Virtual Instruments in your host and that you have a copy of YFDS (Your Favourite Drum Sampler) configured for Audio and MIDI playback.

1) Inserting the plugin:

- Open Devices > VST Instruments and insert *EZplayer*

2) Setting up:

- Insert YFDS in the project as described above
- Create a MIDI track and set the Output to YFDS
- Set the Input of this MIDI track to *EZplayer*
- In *EZplayer*, choose the appropriate MIDI Output format for YFDS
- Select a groove in *EZplayer* and press Play

3) Building a drum track:

- Once you have found the right groove, simply drag and drop the MIDI file to the MIDI track assigned to YFDS in your Arrangement
- Add additional grooves from *EZplayer* to create your new drum track

## M- Setting up Toontrack solo

*EZplayer* requires Toontrack solo 1.1 or later (previous versions do not support key functionality necessary for operations).

Before you start, you should make sure that you are familiar with basic operation of Toontrack solo and that you have a copy of *EZdrummer* or *Superior* installed and configured for Audio and MIDI playback.

1) Inserting the plugin:

- Application menu > EZplayer > Open EZplayer

2) Setting up:

- Add a Drummer to the project using Add > Add Drummer
- Select MIDI > MIDI channel for this Drummer
- In *EZplayer*, choose the appropriate MIDI Output wrapper and channel
- Select a groove in *EZplayer* and press Play

3) Building a drum track:

- Once you have found the right groove, simply drag and drop the MIDI file to the *Arranger* section
- Add additional grooves from *EZplayer* to create your new drum track

## Notes correspondence

### Drums

|                 |         |
|-----------------|---------|
| Kick            | 36 (C1) |
| Sidestick       | 37      |
| Snare           | 38      |
| Handclap*       | 39      |
| Rimshot*        | 40      |
| Low Floortom    | 41      |
| Closed Hats     | 42      |
| High Floortom   | 43      |
| Hats Pedal      | 44      |
| Low Racktom     | 45      |
| Open Hats       | 46      |
| Mid Racktom     | 47      |
| High Racktom    | 48 (C2) |
| Crash A (left)  | 49      |
| Concert Tom*    | 50      |
| Ride Cymbal     | 51      |
| Chinese Cymbal  | 52      |
| Ride Bell       | 53      |
| Crash A muted*  | 54      |
| Splash Cymbal   | 55      |
| Cowbell*        | 56      |
| Crash B (right) | 57      |
| Crash B muted   | 58      |
| Ride Crashed*   | 59      |

### Percussions

|                  |         |
|------------------|---------|
| High Bongo       | 60 (C3) |
| Low Bongo        | 61      |
| Conga muted*     | 62      |
| High Conga       | 63      |
| Low Conga        | 64      |
| High Timbale     | 65      |
| Low Timbale      | 66      |
| High Agogo*      | 67      |
| Low Agogo*       | 68      |
| Small Shaker     | 69      |
| Big Shaker       | 70      |
| Short Whistle*   | 71      |
| Long Whistle*    | 72      |
| Short Guiro      | 73      |
| Long Guiro       | 74      |
| Claves*          | 75      |
| High Woodblock   | 76      |
| Low Woodblock    | 77      |
| Udu/Cuica muted* | 78 (C4) |
| Cuica/Udu        | 79      |
| Triangle muted   | 80      |
| Triangle         | 81      |

\* Access to these specialist instruments is subject to availability in your sound source. Other sounds may be produced at the corresponding note number.



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