



VRAC⁺



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User Guide



Drumify Any Sound.
One sound – One drum kit.



Meet **VRAC+**, the complete Drumify studio.

VRAC+ is a sample-based drum machine designed to turn any sound into a fully featured drum kit. Drop a sample, set the sample start and shape each hit by morphing between kicks, snares, hats and claps models. **VRAC+** turns raw audio into punchy, original beats built for the stage, the studio, or both.

Global Key Features

- › **Drumify Any Sample:** Drop your own sounds, record your DAW, or browse samples recorded especially for **VRAC+**, from machine ASMR to everyday noises captured in the studio.
- › **Auto Slicing:** Let the slicer find every hit in your sample, then jump between them on the fly and land on new percussive moments every time.
- › **Drumification Models:** Morph between a large bank of kick, snare, hat and clap models to sculpt every hit.
- › **Sound Design:** Get under the hood and edit each model's shape and response to build drums that are yours.
- › **Global shaping:** Shape the entire kit with global controls.

Why VRAC+?

- ▶ **Instant Kits:** Original drum kits in minutes, not endless sample browsing.
- ▶ **Raw-to-Drums:** Turn raw audio into playable, expressive drum material.
- ▶ **Morphing Models:** Morph between a large bank of kicks, snares, hats and claps to shape every hit.
- ▶ **Craft your own sound** by fine-tuning tone, texture and dynamics.



VRAC vs VRAC+?

VRAC is a free and easy way to create quick drum kits from any sample. **VRAC+** gives you deeper access to both the performance and the sound design behind it. The list below shows the differences between the two versions.

	VRAC	VRAC+
SOUND SOURCES		
Record from your DAW	–	✓
Sample library: current folder, imported, recorded	–	✓
Bookmark your samples	–	✓
SAMPLE START		
Auto Slicer with sensitivity control	–	✓
Jump to previous, next or random slice	–	✓
Add, move and delete slices	–	✓
PADS		
Pads	8	16
Warp: 3-band dynamic reshaping	–	✓
Impact: transient shaping	–	✓
Instability: randomness at each hit	–	✓
Tone Shift: spectral shifting	–	✓
Super: saturation and stereo width	–	✓
3-band EQ	–	✓
Velocity sensitivity	Volume	Volume, Length, Tone Shift
GLOBAL CONTROLS		
Global Tone Shift	–	✓
Global Filter: DJ-style low-pass and high-pass	–	✓
MIX AND EXPORT		
Audio outputs	1 stereo pair	8 stereo pairs
Drag to export all: the whole kit at once	–	✓

TABLE OF CONTENTS

1. Start with a sound
2. Auto-slicing & Set the sample start
3. Play your drum kit
4. Shape your sound
5. Perform with global controls
6. MIDI mapping & automation
7. Export your drum kit
8. Save your presets
9. Settings
10. System requirements
11. Installation instructions
12. Activating & Deactivating the License
13. Support



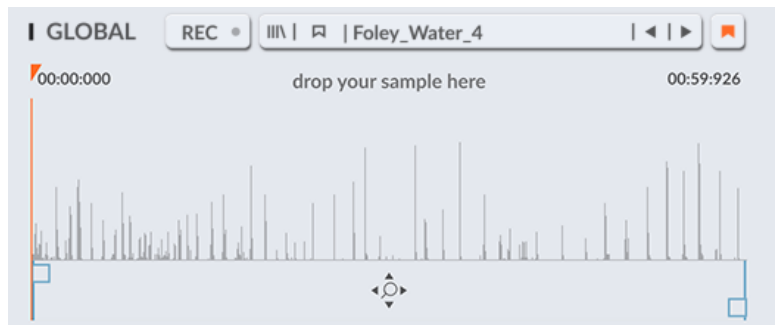
1. START WITH A SOUND

There are several ways to add raw audio in **VRAC+**:

Drop an audio file

Drop an audio file on the timeline zone. Accepted file types: WAV, AIF/AIFF, MP3, FLAC, OGG.

You can import a short one-shot sample ready to be processed, or a longer file that will be trimmed to a maximum of 1 hour.



Record from your DAW

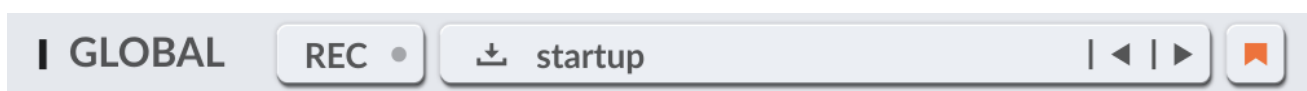
Record any audio from your DAW, from a track or a live input, by routing a track to the sidechain or audio input of **VRAC+**. Refer to your DAW's user manual for the routing procedure. You can also find useful information in our knowledge base.

Once the routing is set, hit REC to start, then stop recording.

Recordings are stored in your user folder. You can edit the path in the Settings menu.



Organize your sounds



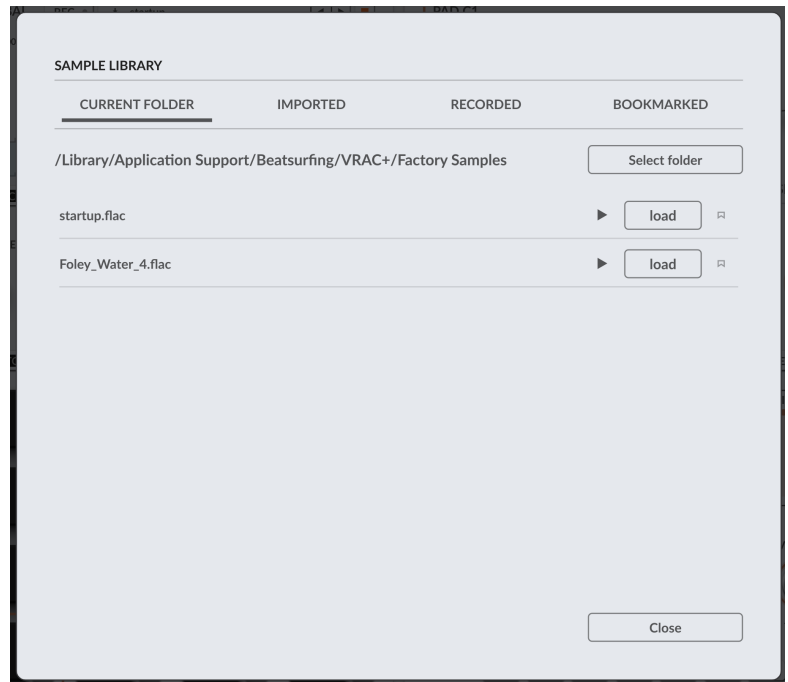
From the main UI, navigate to the other samples in the list. Use the bookmark icon to find them easily. Click the icon to open the library view, which displays several lists to browse from:

- › **Current folder:** All other samples in the same folder as the currently loaded one. Each sample in the list can be added to the bookmark list, or copied into the user imported samples folder. Use the « Select folder » button to access another folder.

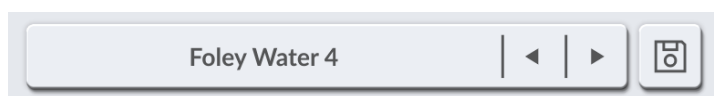
- › **Imported:** Samples generally linked to factory presets or imported preset packs. You will find a curated list of samples recorded especially for **VRAC+**, alongside all

samples imported from preset packs. You can add your own samples, with the “ADD” button. Samples are copied into your user imported samples folder. You can set the path of this folder in the Settings menu.

- › **Recorded:** All samples recorded using the record input of **VRAC+**. You can set the path of this folder in the Settings menu.
- › **Bookmarked:** From any of the previous lists or from the main window, click the bookmark icon to add a sample here and find it back later.



Browse the Presets Library



Find a collection of ready-to-work audio sources curated by Beatsurfing to get you started and save yours (see #8 section).

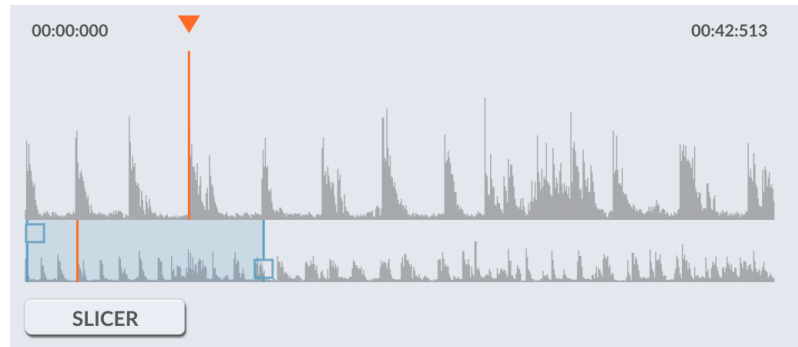
2. AUTO-SLICING & SET THE SAMPLE START

Set the sample start : manual

Drag the line to set the start of the sound that you want to turn into a drum kit.

Grab the zoom rectangles to adjust the zoom view.

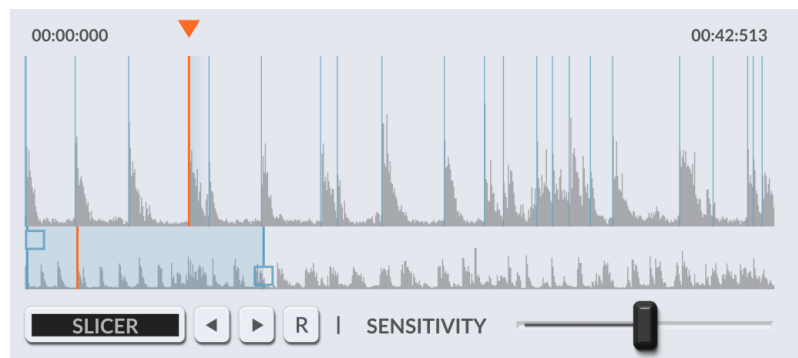
Use the mouse wheel over the zoom view to change the zoom level.



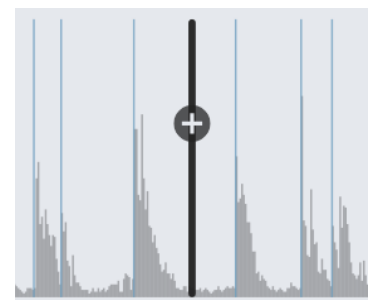
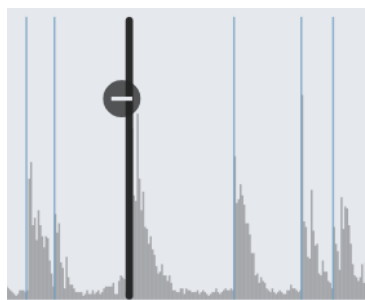
Auto Slicing

Activate the Slicer button to magnetize the sample start to slices. Slices are automatically detected, with a density set by the Sensitivity fader.

Use the arrows to jump to the previous or next slice, or R to jump to a random one.



Grab a slice line to move it. Use Command ⌘ (Mac) or Ctrl (Windows) + click over a line to delete it, or over any other position to add a new slice.



3. PLAY YOUR DRUM KIT

The selected slice is then processed into a 16-piece drum kit, ready to be loaded into the pads and performed.

Pads on screen

Click on pads to play sound and display settings.



MIDI

Each of the 16 pads is triggered when it receives a MIDI note. The default lower note is C1 (36); you can configure it in the Settings menu.

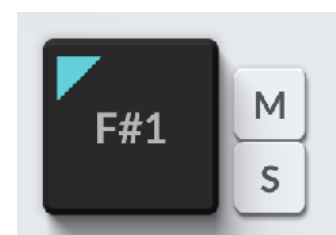
When **VRAC+** receives MIDI notes outside the accepted range, a notification shows the expected range. This notification can be turned off in the Settings menu.

Follow: Enable/disable « Auto Select » to use MIDI input to display the pad's settings.



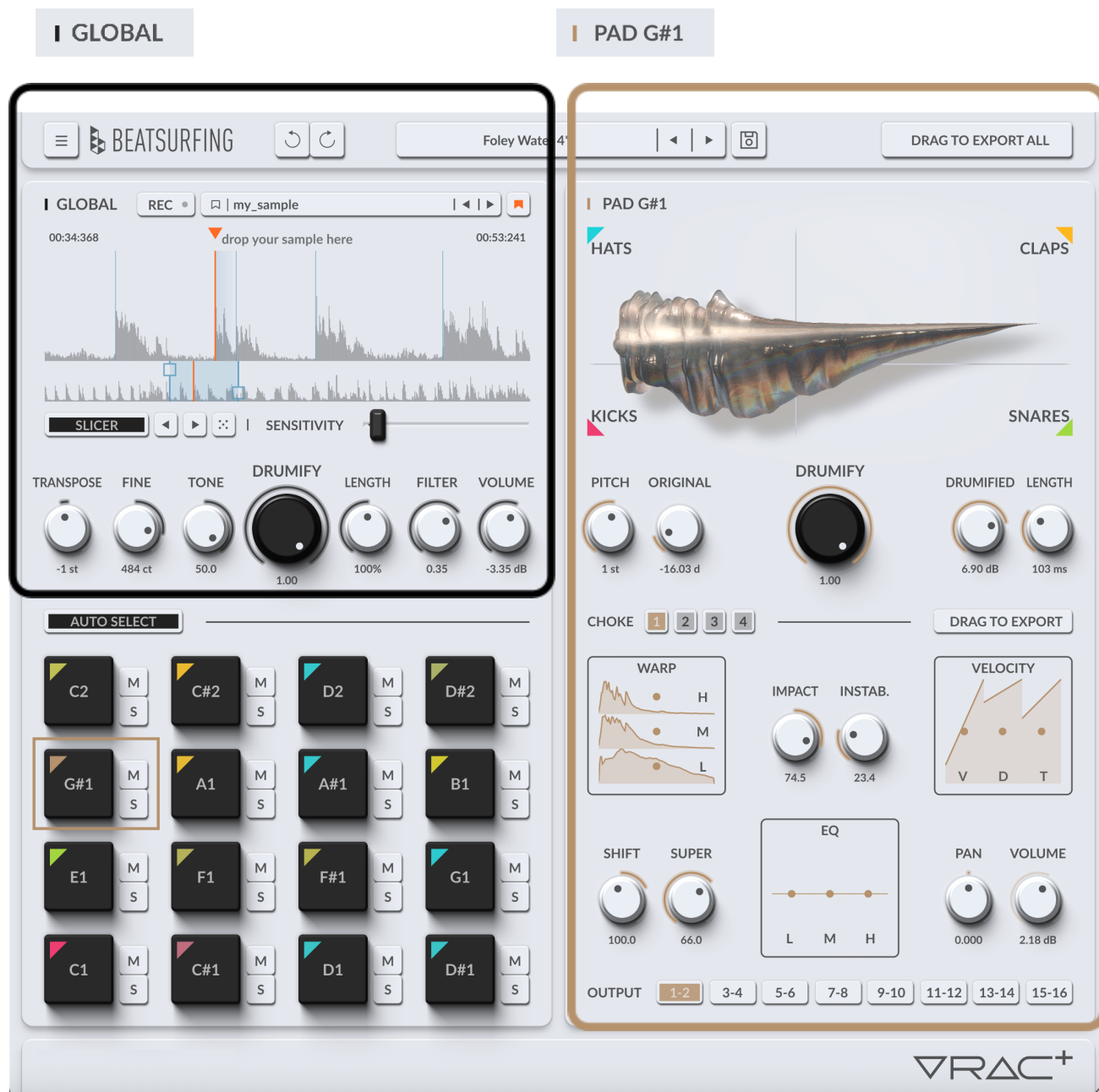
Solo/mute

Use the buttons to solo or mute pad sounds.
Use Shift+click to solo multiple pads.



4. FINE-TUNE YOUR SOUND

In **VRAC+**, you'll find per-pad settings and global settings to fine-tune your sound.



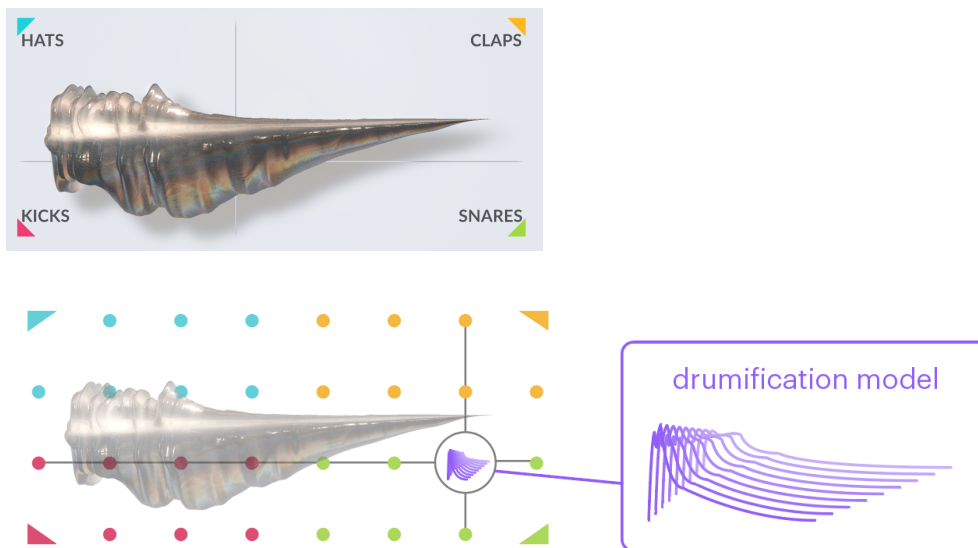
We'll cover the global settings in the next section; let's start with the per-pad settings.

Select a pad to display the pad's parameters.

Pad settings are independent of the slice being processed, and are preserved when you change the slice or audio source.

Drumification Models map

Multiple Drumification Models are spread across the X-Y axis, organized into 4 poles: kicks, snares, hats, claps.



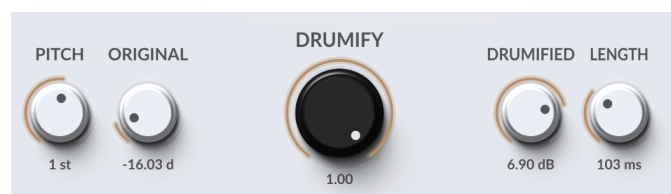
Drumification is a unique sample-shaping process.

The Drumifier analyzes the dynamics of the incoming sample across the spectrum, and then sculpts its spectral and dynamic content to match one of the many kick, snare, hat and clap models developed especially for **VRAC+**. These models can then be morphed together and reshaped with the advanced controls.

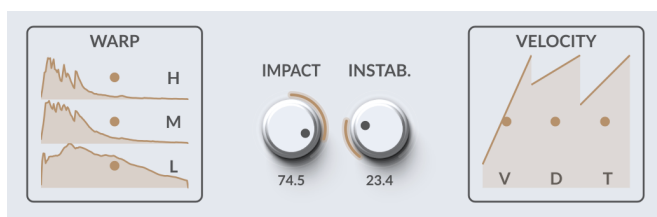
The shape on screen represents the current dynamic content of the sound played, revolving around its spectrum. Move the cursor around the map to morph between these models.

Pad controls

- › **Drumify:** Adjust the blend between the original sample and the drumification model.
- › **Original Gain:** Original audio level.
- › **Drumified Gain:** Drumified audio gain.
- › **Pitch:** Sample pitch in semitones, set by changing the sample's playback speed.
- › **Length:** Playback length.



- › **Warp:** Reshapes the model's dynamic content across 3 bands. Low settings read through the model exponentially, concentrating the volume peak at the beginning. High settings read through it logarithmically, stretching the beginning and pushing the peaks toward the end.
- › **Impact:** Transient shaping of the sound.
- › **Instability:** Randomness of various parameters at each new hit.
- › **Velocity:** Decreases setting when receiving lower velocity, affect separately the Volume, Length and Tone shift parameters
- › **Tone Shift:** Spectral shifting of the Drumifier model.
- › **Super:** Saturation and stereo width.
- › **EQ:** Low, mid and high frequency gain. Affects both the original audio and the Drumifier model.
- › **Pan:** Stereo placement of the pad in the output mix.
- › **Volume:** Level of the pad in the output mix.



Choke groups

Pads in the same group choke each other on each new hit. Hover over the buttons to see the pads that belong to the group.



Outputs

Pads can be routed and mixed through 8 pairs of audio outputs in your DAW.



Duplicate settings

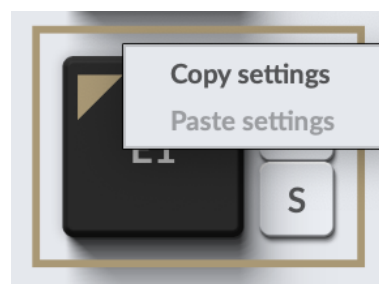
Right-click any pad parameter to duplicate its value to:

- › All 16 pads.
- › All pads in the same choke group.
- › All pads with a similar drumification model.



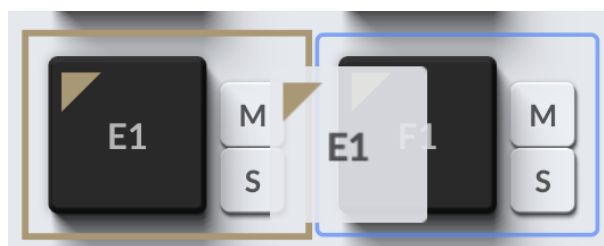
Copy all parameter's values to another pad:

- › Right-click the source pad to copy all parameter values.
- › Right-click the destination pad to paste all parameter values.



Swap pads

Pads can be reorganized to your liking. Grab a pad and drop it on another pad to exchange their positions.



5. PERFORM WITH GLOBAL CONTROLS



- **Global Transpose:** Sample playback speed offset for all pads.
- **Global Fine Tune:** Sample fine pitch adjustment.
- **Global Tone Shift:** Tone Shift offset for all pads.
- **Global Drumify:** Drumifier amount offset for all pads.
- **Global Length:** Sample playback length offset for all pads.
- **Global Filter:** Acts on the Drumifier model of each pad to produce a DJ-style filter effect. The center position leaves the sound unaffected. Counter-clockwise filters the high frequencies (low-pass filter), clockwise filters the low frequencies (high-pass filter).
- **Global Volume:** Main output mix volume.

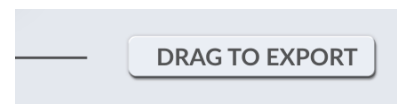
6. MIDI MAPPING & AUTOMATION

Most parameters can be edited on screen (fine-tune with the mouse wheel, or hold Cmd ⌘ for Mac / Ctrl for Windows while editing), controlled via MIDI (right-click any parameter to access MIDI Learn and mapping options), and automated in your DAW.

7. EXPORT YOUR DRUM KIT

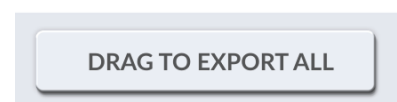
Export pad

Drag a pad or the « Drag to export » button to a track in your DAW, or to a folder (in your Mac's "Finder" or Windows' "File Explorer"), to export it as an audio file.



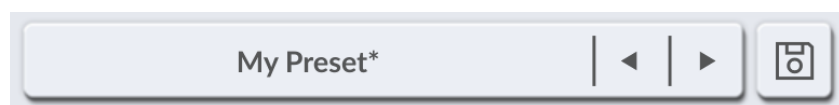
Export all pads

Export the whole drum kit as 16 separate audio files using the « Drag to export all » button at the top right of the main window.



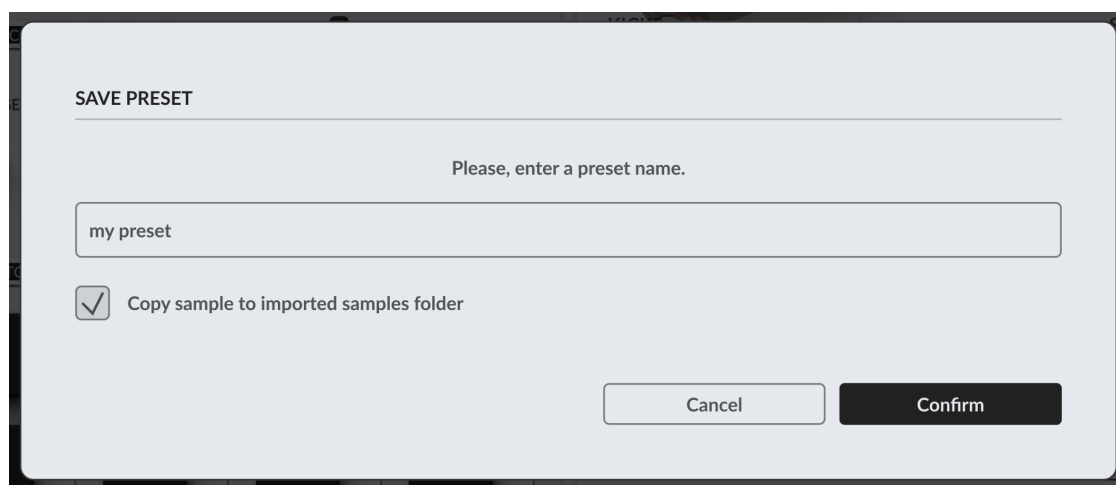
8. SAVE YOUR PRESETS

Save Presets



Presets and DAW sessions save all settings and sample file paths. The processed samples are not saved within the preset.

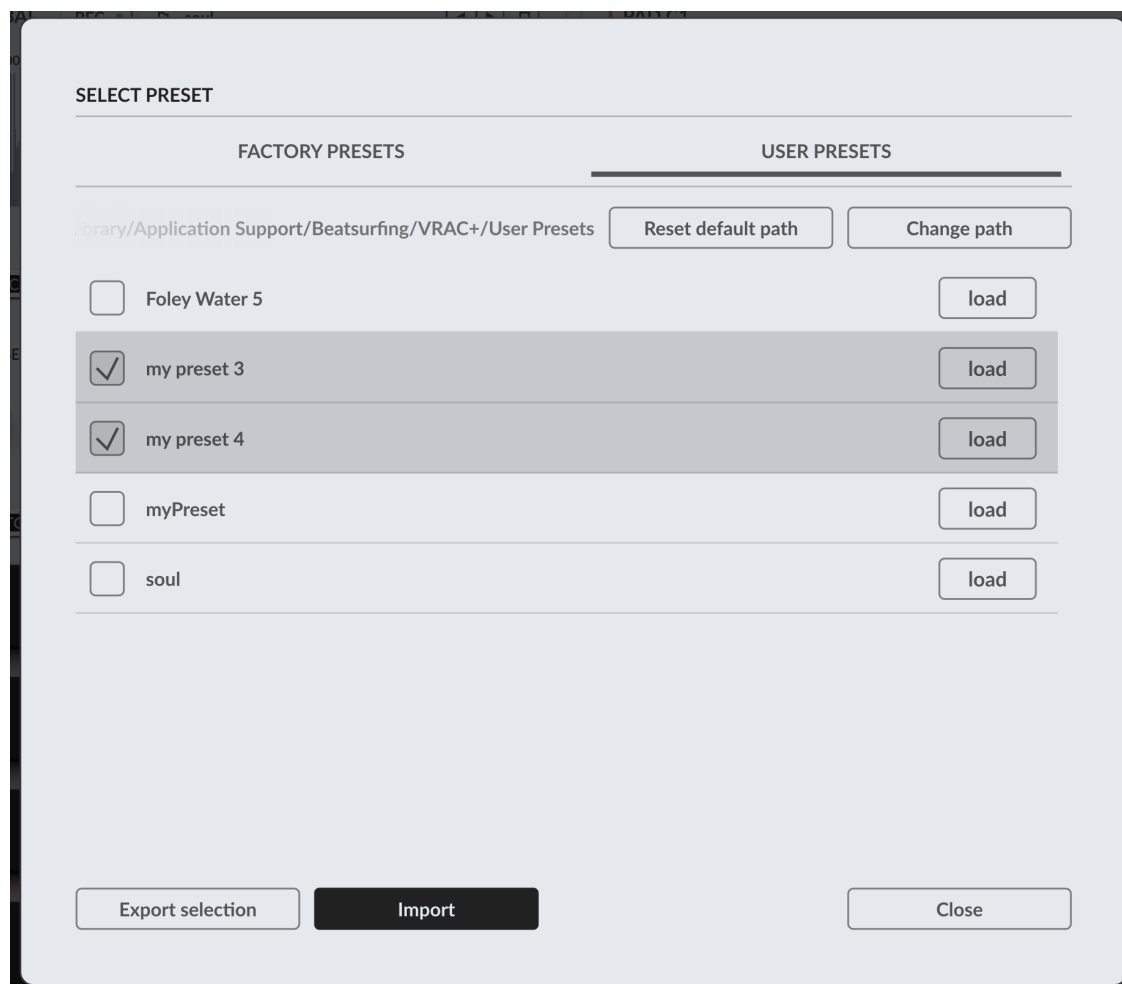
In the save dialog box, you can copy the sample to your user imported folder to secure it.



Preset packs

In the preset browser you can handle preset packs: a group of presets and the samples they use, which ensures compatibility and makes presets easy to share.

When you export a preset pack, the samples used from your disk are copied and associated with the presets selected for export.



When you import a preset pack, the presets are added to your user presets and their related samples are copied into your user imported folder. You can change the path of this folder in the Settings menu.

9. SETTINGS



This menu lets you deactivate your license if needed (**Manage your license**), download updates and see the changelog (**Updates**), set up CC mappings for any parameter (**CC mappings**), open the user guide PDF you are currently reading (**User Guide**), or restart the onboarding tour.

If you experience graphical issues or crashes, or want to reduce the CPU load a little (for example, if you don't have a GPU), you can **disable OpenGL**, which is a graphics library used to render the map view. When disabled, you'll see simpler versions of these elements that don't use OpenGL.

When **VRAC+** receives MIDI notes outside the accepted range, a notification shows the expected range. This notification can be turned off in this menu.

The **default lower note** is C1 (36). You can configure this base note in this menu.

VRAC+ user folder destinations can be redirected, including the imported samples folder, the recording folder and the presets folder. They can be reset to their default destination at any time.

If you started projects in **VRAC** and want to upgrade them to **VRAC+**, you can import your user folder. Presets and preset packs made with **VRAC** are 100% compatible with **VRAC+**. **VRAC** can also load **VRAC+** presets, but all advanced settings will be ignored.

10. SYSTEM REQUIREMENTS

Windows

- Windows 10 or higher
- 2GHz Pentium IV processor or equivalent
- A host that supports 32-bit or 64-bit VST
- Formats: VST, VST3, AAX

macOS

- macOS 10.13 High Sierra or later
- Intel or Apple Silicon processor
- A host application that supports 64-bit VST or AudioUnit
- Formats: AU, VST, VST3, AAX

11. INSTALLATION INSTRUCTIONS

Windows

1. Download VRAC%2B_vX.X.X.exe installer file.
2. Install to your preferred plugin folder.
3. On first launch, enter your License code*.

macOS

1. Download VRAC%2B_vX.X.X.pkg installer file.
2. Follow the steps to install. NB : on macOS, the plugins are installed to the default location : /Library/Audio/PlugIns.
3. On first launch, enter your license code.*

*After purchasing **VRAC+** your License key appeared on your Licenses page:
beatsurfing.com/my-license/

12. ACTIVATING & DEACTIVATING THE LICENSE

Each license you buy lets you activate the plugin on 3 computers at a time. If you need to run it on a 4th machine, you'll first need to deactivate the plugin's license on one of your machines.

When deactivated, your plugin is still usable, but in a frozen state: your existing sessions will be able to load the plugin and its parameters in their last saved state. However you won't be able to access the user interface to tweak its parameters.

13. SUPPORT

For additional support or updates, visit our website at beatsurfing.com and explore our growing knowledge-base at <https://knowledge.beatsurfing.com/audio-plugins-mac-os-x-or-windows>

Thanks for supporting us and please don't hesitate to reach out with any questions or ideas. You can always get in touch via [email](#).

- the BEATSURFING team

