



VRAC





Drumify Any Sound.
One sound – One drum kit.



Meet **VRAC**, the Drumify Instrument.

VRAC is a sample-based drum machine designed to turn any sound into a drum kit. Drop a sample, set the sample start and shape each hit by morphing between kick, snare, hat and clap models. VRAC turns raw audio into punchy, original beats built for the stage, the studio, or both.

Global Key Features

- **Set the sample start:** Choose your percussive moment and turn it into a playable slice.
- **Drumification Models:** Morph between kick, snare, hat and clap profiles to sculpt every hit.
- **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 kick, snare, hat and clap models to shape every hit.

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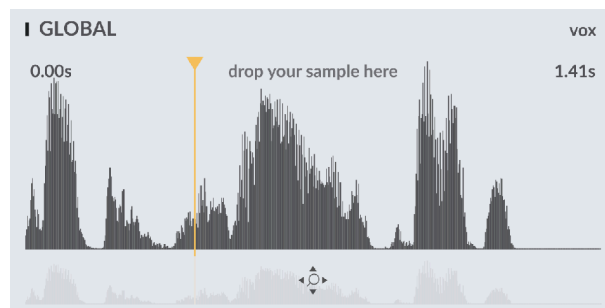


1. START WITH A SOUND

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 30 seconds.

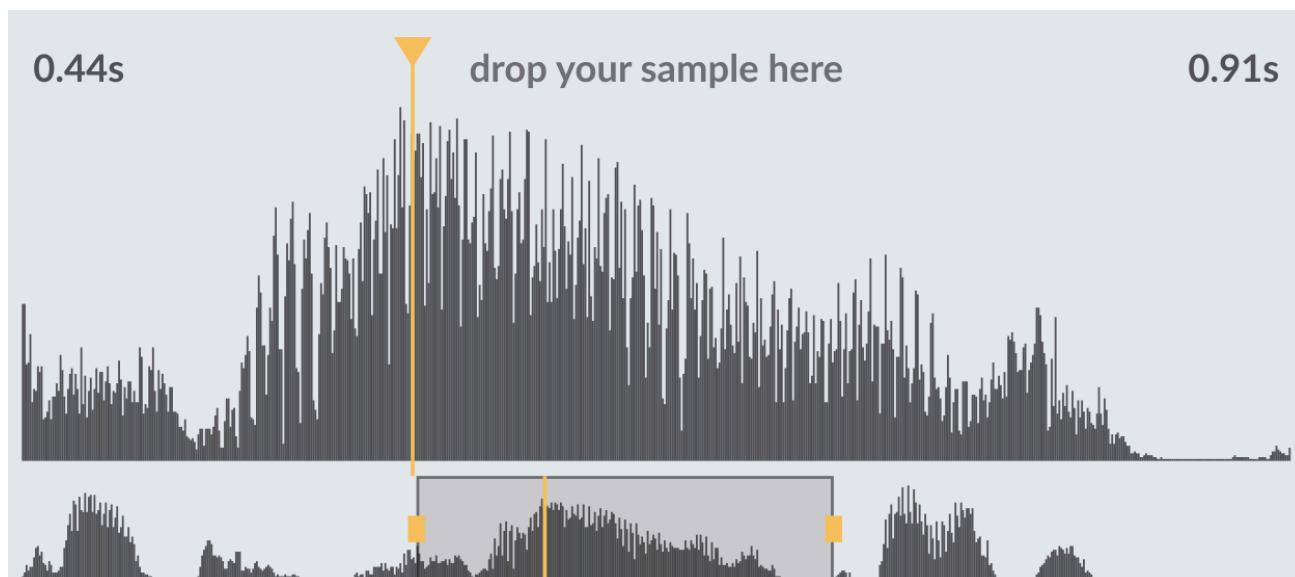


Browse the Presets Library

Find a collection of ready-to-work audio sources curated by Beatsurfing to get you started and save yours.



2. SET THE SAMPLE START



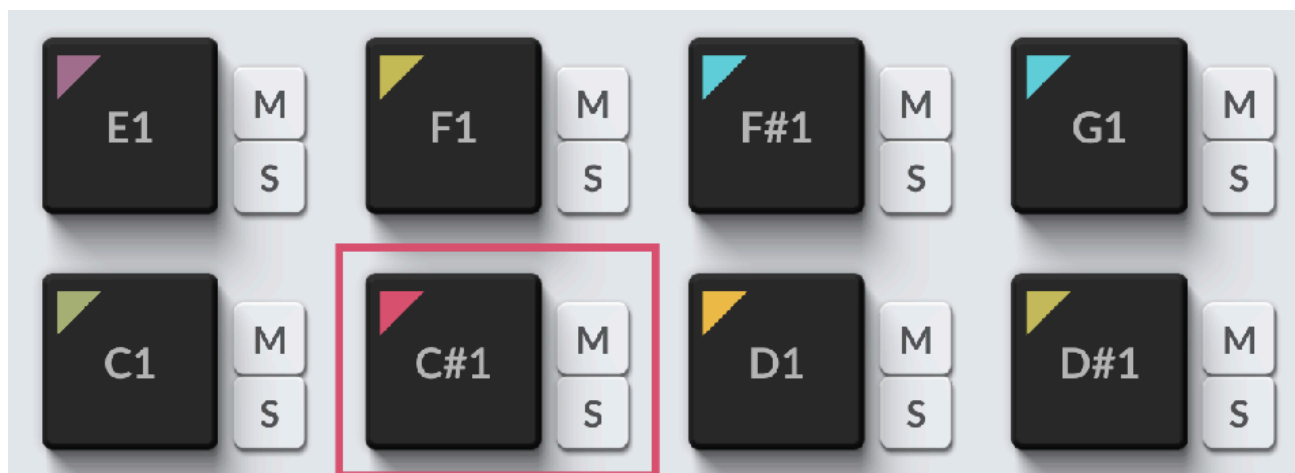
Drag the line to set the start of the sound that you want to turn into a drum kit. Grab the zoom rectangle to adjust the zoom view. Use the mouse wheel over the zoom view to change the zoom level.

3. PLAY YOUR DRUMKIT

The selected slice is then processed into an 8-piece drumkit, 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 8 pads is triggered when it receives a MIDI note. The default lower note is C1 (36); you can configure it in the Settings menu.

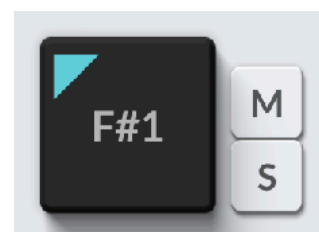
When VRAC receives MIDI notes outside the accepted range, a notification shows the expected range. This notification can be turned off in the Settings menu.

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

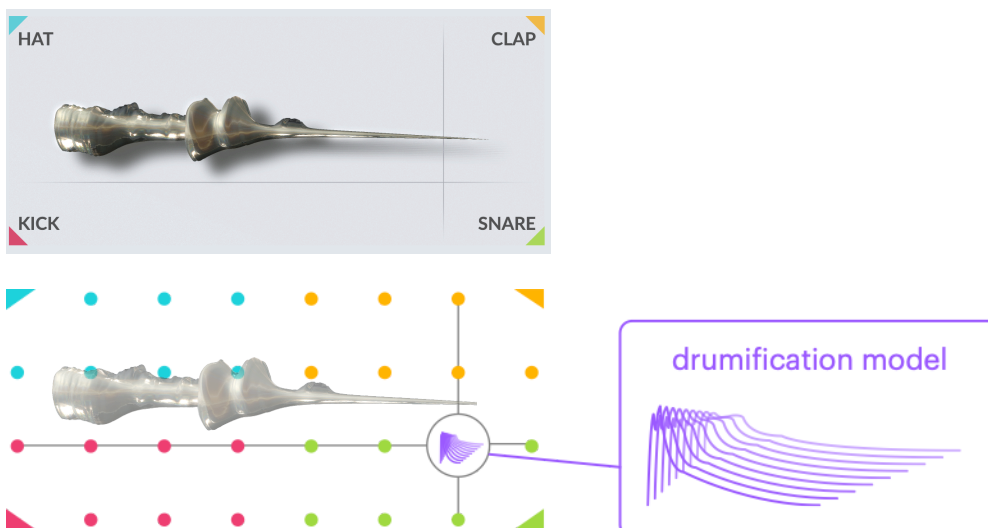
Select a pad to display the pad's parameters.

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



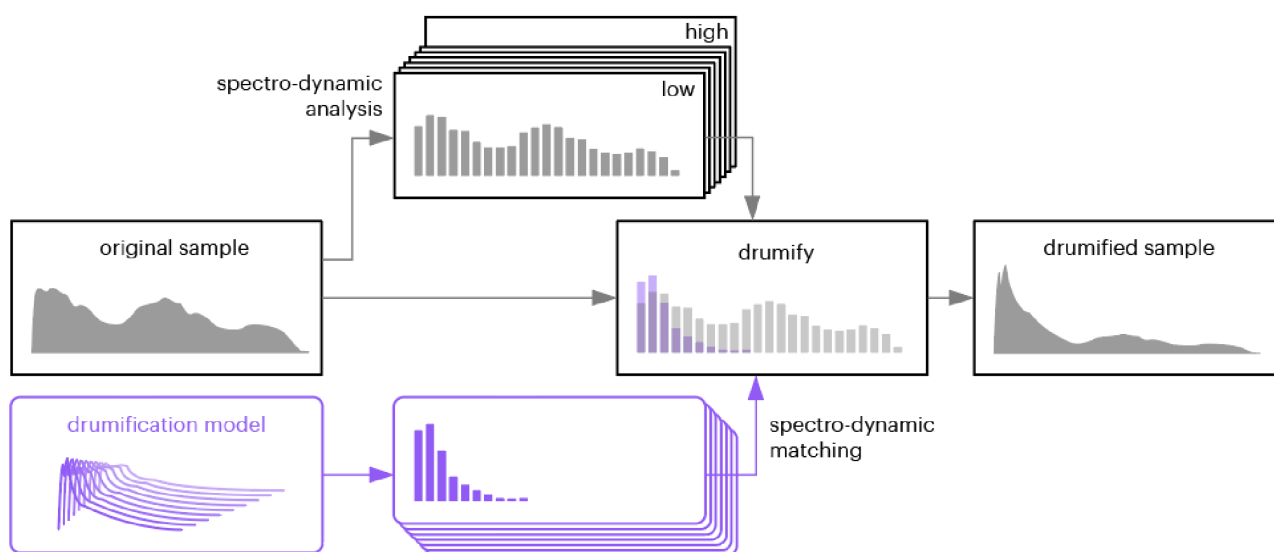
Drumification Models map

Multiple Drumification Models are spread across the X-Y axis, organized into 4 poles: kick, snare, hat, clap.



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. 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.



Drumify section

Edit the drumification model and adjust the blend with the original sample.

- › **Drumify**: Adjust the blend between the original sample and the drumification model.
- › **Original Gain**: Original audio level.
- › **Drumified Gain**: Drumified audio gain.
- › **Velocity**: Decreases the volume when receiving lower velocities.



Other sound settings

- **Length:** Playback length.
- **Pitch:** Sample pitch in semitones, set by changing the sample's playback speed.
- **Pan:** Stereo placement of the pad in the output mix.
- **Volume:** Level of the pad in the output mix.

Choke groups

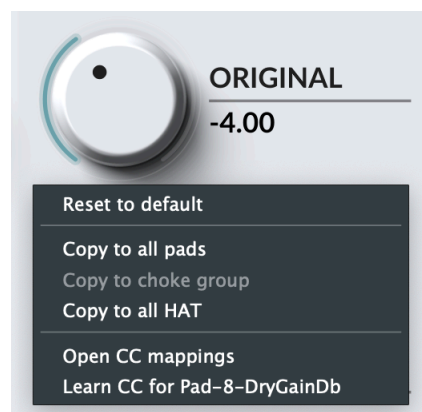
Pads in the same group choke each other on each new hit.



Duplicate settings

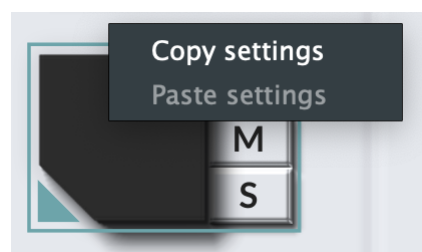
Right-click any pad parameter to duplicate its value to:

- All 8 pads.
- All pads in the same choke group.
- All pads with a similar drumification model.

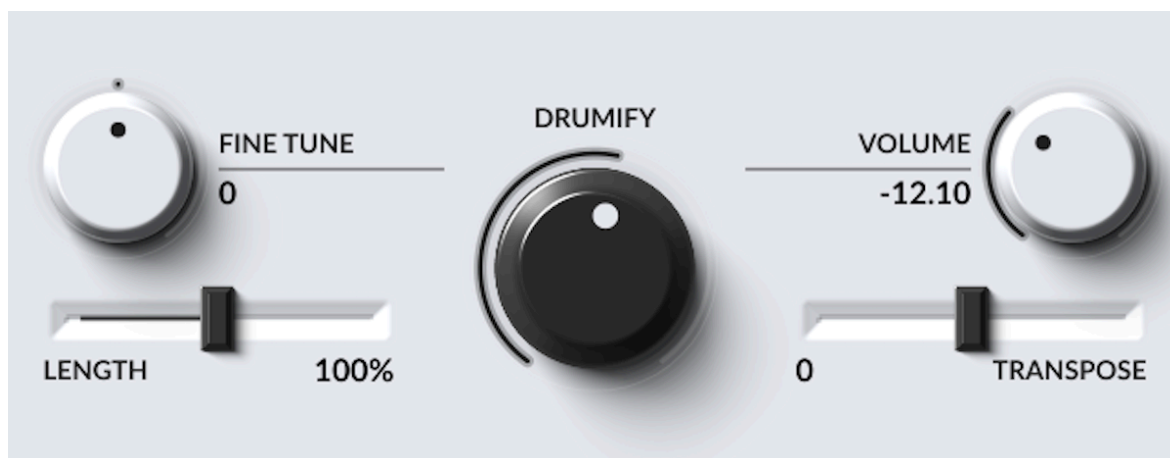


Copy all parameter's values to another pad:

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



5. PERFORM WITH GLOBAL CONTROLS



- › **Global Drumify:** Drumifier amount offset for all pads.
- › **Global Length:** Sample playback length offset for all pads.
- › **Global Transpose:** Sample playback speed offset for all pads.
- › **Global Fine tune:** Sample fine pitch adjustment.
- › **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 Command ⌘ 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 DRUMKIT

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.

DRAG TO EXPORT

8. SAVE YOUR PRESETS

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



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.

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_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_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

